JUNE 1985
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COMPUTER & VIDEO GAMES

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TEXAS REVIEWS SPECIAL



WIN AN MSX IN "THE WRECK" COMPETITION

FRANKIE

WIN SIGNED LPs AND GAMES

MINDER — Arthur's nice little earner

FLY WITH BLAGGER TO HOLLYWOOD IN OUR EXCITING COMPETITION

COMPETITION ON PAGE 10



Cover: John Higgins
Want to go to the British Grand Prix at Silverstone in July? Then turn to page 26.

NEXT ISSUE ON SALE 16th JUNE

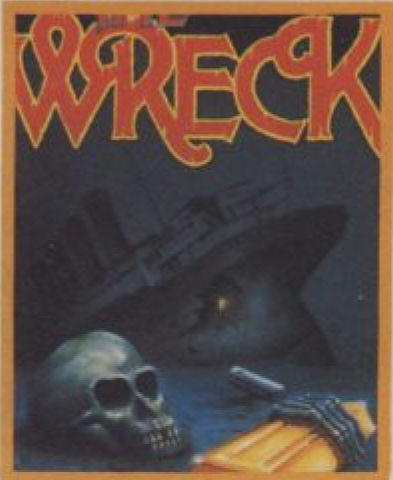
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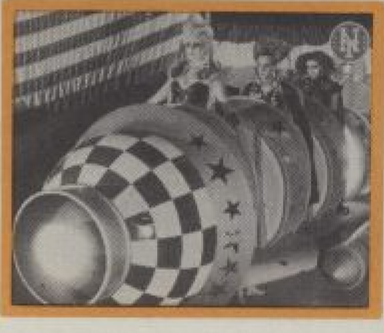
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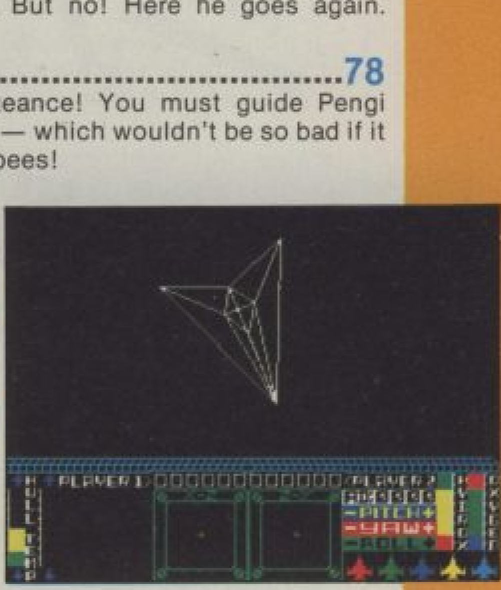






LISTINGS

NEWS AND REVIEWS



Game of the Month
Starion



THINGS ARE SLOW IN OLD CAIRO!

Dear Sir,
I really enjoy reading your magazine. It's just great, even though it costs double and comes 15 days later here in Egypt. It really helps me solve Adventures, know all about new games from Europe and the States and also get more information about the C64.

My friends and myself own C64s and have called ourselves the CCS which stands for Cairo Computer Service. We would like to know if anyone has an address of someone selling software here in Egypt. We have searched high and low, but to no avail.

U. Scheuermann,
Cairo,
Egypt.

Editor's reply: Can anyone help our Egyptian friend?

WHAT'S THE SCORE ON JET BOOT JACK?

Dear Sir,
Boo hoo. I could've cried! You see, there were no Bugs cartoons in February's *C&VG*. SO WHERE HAVE THEY GONE??? That's what I want to know. Of course, these creatures are a pain in the neck. But surely they deserve to keep their page in your ace mag. And, that's not the only thing that's gone missing!!!

Where is Jack? For six issues you have been promising Jet Boot Jack a place in your high-score table in the Hall Of Fame. He did make an appearance, once, for the record period of one issue!!! I have sent in five high scores, one of which deserved second place in Jack's brief appearance, but none were printed! Why is this?

Still, enough complaining. Now, a question. When someone gets a letter printed on the *Mailbag* page, do they receive a prize? Is it not true that Bug Hunter and Hall of Fame both award prizes ie. £5 postal order or an ace T-Shirt?

Karl Fitzhugh
(ace person)
Northampton

Editor's reply: In answer to all the many readers who have asked about the Bugs — we're giving them a bit of a rest right now — but expect some sort of Christmas Bugs Special toward the end of the year. And we've a new cartoon strip starting in October — so please be patient!

High scores for our *Hall of Fame* are chosen each issue, Karl. It could be that your scores reached us too late for inclusion in the issue which featured good old JBJ. We select games for the *Hall of Fame* purely on a popularity basis — if we don't get enough people sending in scores for one particular game then we simply don't run it in that issue. So you'll have to encourage more JBJ fans to write in!

T-shirts go to the top scorers in each *Hall of Fame* category and some *Adventure Helpline* tipsters — but not *Bug Hunter* or *Mailbag* contributors.

BUG BYTE TAKES A BEATING

Dear Sir,
I recently purchased Bug Byte's *Kung Fu* and my highest score so far is 471 and a black belt level six. Has anyone beaten this?

Ian Hudson,
Middlesex.

SPELLING TROUBLE FOR GHOST TOWN

Dear Keith,
Have you ever heard of *Ziggurat*? It's an Adventure written by my brother Paul and his friend John Pickford. Rings a bell, does it? Yes, I thought it would, you reviewed a game that he wrote — *Ghost Town* published by Virgin.

It's not so much the review (John himself thinks it's rubbish) but you had the cheek to say, and I quote, "*Ghost Town* is written by a TEENYBOPPER with no dictionary". How on earth are programmers meant to start? One last thing I'd like to point out is that John's *Ghost Town* was written and finished before Scott's *Ghost Town* was ever heard of in England. It's just that you were extremely late to review it.

I will still continue to read your column, so no hard feelings.

Peter J. Ranson,
Stockport.

Keith's reply: As I remember it, John Pickford was one of Virgin's "pop-star programmers" and his age (in his teens) was on the inlay. I'm afraid I have no time for games released commercially (and therefore taken to be a little authoritative) that are full of spelling errors (one can usually distinguish these from the forgivable odd typing error). It sets a bad example and can cause players to think that the misspelling is actually the correct spelling. After all,

I purchased Scott Adam's *Ghost Town* in December 1980 from an English software house. I seem to remember that the Spectrum, on which John Pickford's *Ghost Town* was written, was introduced around August 1981.

XZAP HAS BEEN ZAPPED!

Dear Sir,
I have a challenge for any of the C16 owners who read your magazine. With the starter pack you should have received a game called *Xzap*. After many hours of practice, I finally managed to get onto the 84th level in one game. I do not know if anyone has beaten this — but my final score was 465,078.

Mark Austin,
Lancs.

SPARE A THOUGHT FOR POOR ADULTS!

Dear Sir,
I am a mother in desperate need of HELP!! I am steadily declining in my young daughter's estimation, as I cannot show her how a computer game works. It is a Fisher Price program for the Spectrum called *Logic Levels* for 7-12 year olds. Yes, you have guessed it — I am older than that.

In fact, neither my husband or my brother can.

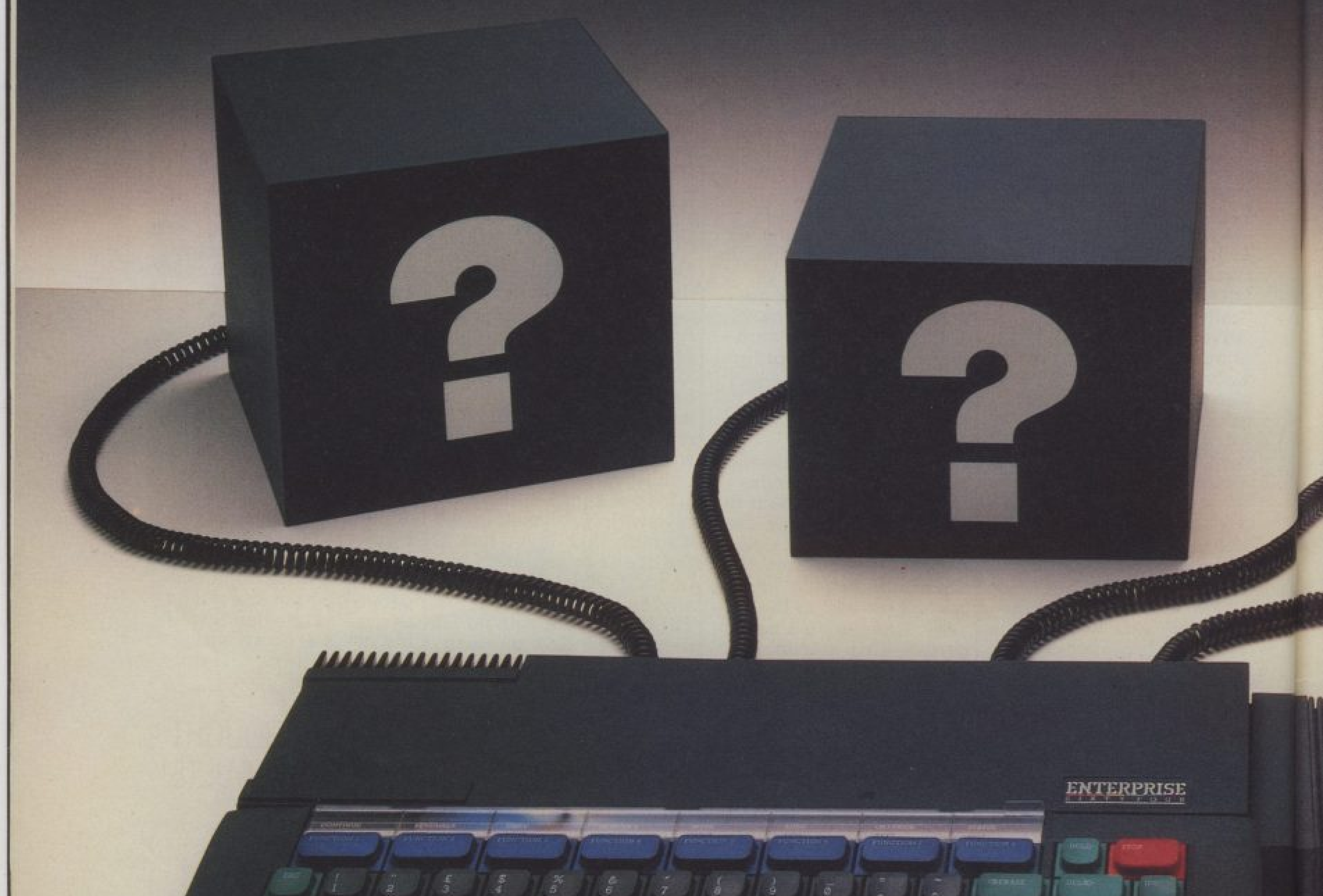
Are we just three dimwitted adults not knowing what the hell they are doing?

Mrs S. Sewell
Surrey

Editor's reply: Anyone out there with the answer? If so, let Mrs Sewell know as part of *C&VG*'s "Be kind to Adults" campaign!

Please drop us a line at: Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Instead of computers catc
technology now has to ca



The way we see it, technology has suddenly got quite a race on its hands.

There's no other home computer in the world that's so expandable or so updatable as the new Enterprise 64.

And if you're wondering quite how we've managed that, kindly take a closer look at the outputs on our remarkable new machine.

You'll notice that amongst all the usual sockets and terminals, we've gone and incorporated a special 66-way expansion port.

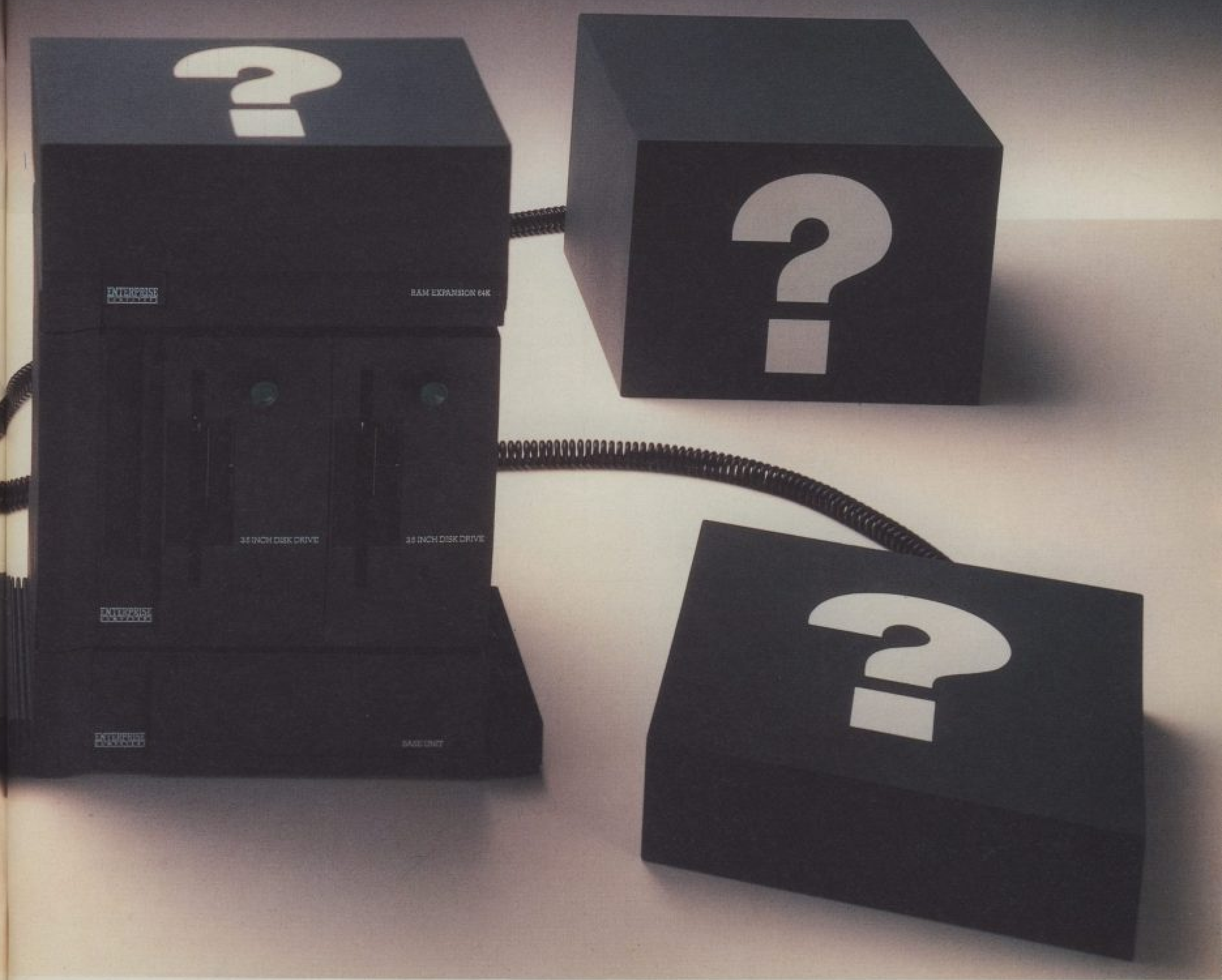
This will accept a whole range of new peripherals that are in the pipeline. Including those that are a mere twinkle in the eyes of our hardware designers.

We thought this expandability principle was such a good idea, we applied it to the Enterprise's memory, too.

Even in its most basic 64K form, this puts more user RAM at your disposal than almost any other competitor.

But plug in our special Rampacks to the base unit, and you can progressively increase that figure to a truly extraordinary 3,900K.

tching up with technology, atch up with a computer.



Not that that's the only challenge we present to today's ambitious programmers.

With a screen resolution of up to 672 x 512 pixels, 256 colours and a high speed video processor, the Enterprise will outgun all but the highest quality TV monitors.

And the sophisticated sound chip generates no fewer than 4 voices across 8 octaves in full stereo.

Combine the two and you can create effects that leave today's games looking like pub video tennis of the mid-seventies.

For anyone with literary aspirations, the Enterprise also comes complete with an integrated word processor.

Whilst the really serious user will be delighted to discover analogue RGB and TV outputs, as well as parallel, RS423 serial and network ports.

Both Cobol and 'C' will be available with CP/M running, and you can even use Lisp, Forth and Z80 assembly language on cartridge without encroaching on user RAM.

The new Enterprise 64.

It hasn't just overtaken technology. It's left every other home computer straggling in the distance.

ENTERPRISE COMPUTERS

WITH OBSOLESCENCE BUILT-OUT



READ ABOUT IT IN C&VG FIRST!

Dear Sir,
One Friday afternoon (15 March, in fact) I noticed a copy of *Impossible Mission* on a shelf of a well known high street store.

I looked at the back of the package, saw the screen picture and returned the game (silly boy!) to the shelf.

The following day (Saturday) I picked up a copy of *C&VG* at my newsagent around 10 am, read the review of *Impossible Mission* (11 am) kicked myself and rushed into town to see if the game I had put down as "mediocre" was still there. It was, so I did the only sensible thing after reading a *C&VG* review and bought it — eager to see if your reviewer's statements of "outstanding sound effects" and "astonishing voice synthesis" were justified, and how right he was!!

Anyway, having bought the game, I avidly started to attempt to complete the mission, which I have (Tuesday, 19 March).

The end comes when you open the doorway to be confronted with a full screen picture of Elvin at his controls. He turns his head and opens his mouth and shouts "No . . . No . . . No!" in stunning voice synthesis. The screen then clears to reveal your score and a woman's voice takes over! The woman announces . . . "Mission completed, congratulations" and says it perfectly!

I must ask the obvious question of "Am I the first to complete the game?" especially so quickly after reading the review.

Mark Copping
Bath.

Editor's reply: Just goes to show the powers of *C&VG*'s reviewers, Mark. We KNOW a good game when we see one. Are you the first? I'm afraid we're not sure — but maybe someone out there knows different?

GIVING UP ON JET SET WILLY

Dear Sir,
I am writing to you after being very frustrated about Software Projects' *Jet Set Willy*. Not only is there a bug in the Wine Cellar but they have also made it harder by not allowing you to pass through the drive.

I have found this very frustrating and eventually I have given this game up as a very unwise investment.

This type of slack programming is another example of why the UK's top games all come from US Gold and other such software distributors. Now it seems as though the lake of UK software has all but dried up.

A high standard of software must be produced if a battle is to be fought between US and UK software houses. I have found all the US games to be of a very high level of programming — nothing sloppy here.

If anyone out there is thinking of producing a game, try to think of the player as well as the complexity of the game. A game must have a certain degree of ease about it then as the player progresses the difficulty must increase. The best example of this that I can think of is BC's *Quest for Tires*, yet another US game but distributed by Software Projects.

Mark Pearson,
Consett,
Co. Durham.

Editor's reply: That's fighting talk, Mark! Let's hear what the rest of our readers think.

THE CHARTS ARE COMING BACK

Dear Sir,
Has it been busted by the *Ghostbusters*? Has it been fixed by the *Gremlins*? Or did the Editor just forget to put it in? YES, I am talking about the Top 30 Chart. Surely THE computer games magazine should have a top 20, or at least a top 10. If there is none, it might just put me off buying the next copy . . . then again it might not.

Tony & Thomas O'Neill,
Co. Cork.
Ireland

Editor's reply: A brand new *C&VG* Top 30 compiled by Gallup starts next issue, Tony and Thomas!

C&VG SOFTWARE SWOP SHOP?

Dear Sir,
I would like to take this opportunity of expressing a few opinions on *C&VG*. First — it's streets ahead of the opposition. Second — does anyone really type in all those long programs?

In this day and age of technological marvels, it seems an unnecessarily tedious way to transmit data. Have you looked into possible alternatives, eg, scrapping the program pages in favour of a plastic "record" of the sort you used for the Thompson Twins Adventure?

Another possibility would be a *C&VG* games exchange — a forum for people to swop typed-up and debugged versions of game listings.

Roger Musson,
Edinburgh.

Editor's reply: We're always looking for better ways to present our listings, Roger. We've even considered printing them in the form of a "bar code" like you see on supermarket frozen foods. But we feel that, with the increasing price of software, listings still provide a source of cheap software. We're always open to suggestions, though. What do the rest of you feel about our listings. Too long? Too short? Too many of them! Let me know! Your exchange idea sounds good too — anyone else interested?

LET'S HEAR IT FOR THE HEROES!

Dear Sir,
I always read the *Mailbag* section with great interest, but not once have I read anywhere how good the Adventure game *Heroes of Karn* is.

It was very well thought out and I think you should review it to let everyone know how good this Adventure is.

By the way, *Manic Miner* fans, here are some C64 pokes to give you everlasting lives. Enter the following program as shown:

VERIFY: RET.
When "Ready" is shown
LOAD " ",1,1:RET
When "Ready" is shown again, enter these commands
POKE 16573,234
POKE 16572,234
POKE 16571,234
SYS 16384

Michael J. Fickle,
Oldham.

Please drop us a line at: Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

TAKE THE TRIP OF A LIFETIME!

Hi there *C&VG* readers! I'm the Blagger and I want YOU to fly with me to Hollywood for the holiday of a lifetime!

Hollywood is the movie centre of the world — and all the stars of TV and cinema can be seen in action. If you get to fly with Blagger to sunny California, you'll be able to see the stars in action and have enough adventures of your own to make your own movie!

But first you have to help Blagger steal a copy of the latest movie blockbuster in his latest computer adventure, *Blagger Goes to Hollywood.*

Blagger has decided that his true path to fame and fortune lies in the movies — not appearing in them but in capturing the master copy of the latest megabuck spectacular now in production.

But, when he reaches Hollywood, he soon realises that the heroes of the movies are not celluloid frauds and can put their talents to good use in defence of their reputations.

In Alligata's latest hit game you have to assist Blagger through these dangerous movie sets, making full use of the four way scrolling action to find your route to the final film location, the opportunity for Blagger to make his most famous snatch of all.

As in every truly great spectacular, the plot isn't quite as simple as it seems and the scriptwriters of Hollywood have set a few brainteasers on the way.

Once you've solved a number of them then you'll have the clues to complete and enter the competition for the opportunity of the holiday of a lifetime.

THE COMPETITION

The competition is sponsored by **Alligata Software Ltd.** and is exclusive to readers of *Computer & Video Games.* To enter, you must complete the answers to the questions appearing on the entry form of this month's and next month's copies of *Computer & Video Games.*

The answers can be determined from playing *Blagger Goes to Hollywood.* In addition, you must describe in not more than 15 words why you would like to visit Hollywood. In the event of a tie, this will be used to select the overall winner.

Entries are only valid if they contain the unique number printed on the game description/order form card to be found in every *Blagger Goes to Hollywood* game. Closing date for entries is 31st July 1985.

THE PRIZE

Alligata Software Ltd will present to the winner a travel voucher to the value of £1,000 that can be used towards the reservation of a holiday in Hollywood.

PLUS: Ten runners up prizes of **Alligata Software** packages valued at over £50 each.

THE QUESTIONS

1) Loaded to kill, what's the final ingredient needed to destroy the killer of the deep?

2) Who's not in the can until you've got the can?



10 RUNNERS UP PRIZES WORTH

£50



C&VG/ALLIGATA BLAGGER COMPETITION

NAME...

ADDRESS...

....Tel. No.......................

Unique Blagger Goes to Hollywood Number:.......................
(supplied with every game)

My answers are: 1...

2...

I should like to go to Hollywood because (complete in not more than 15 words)

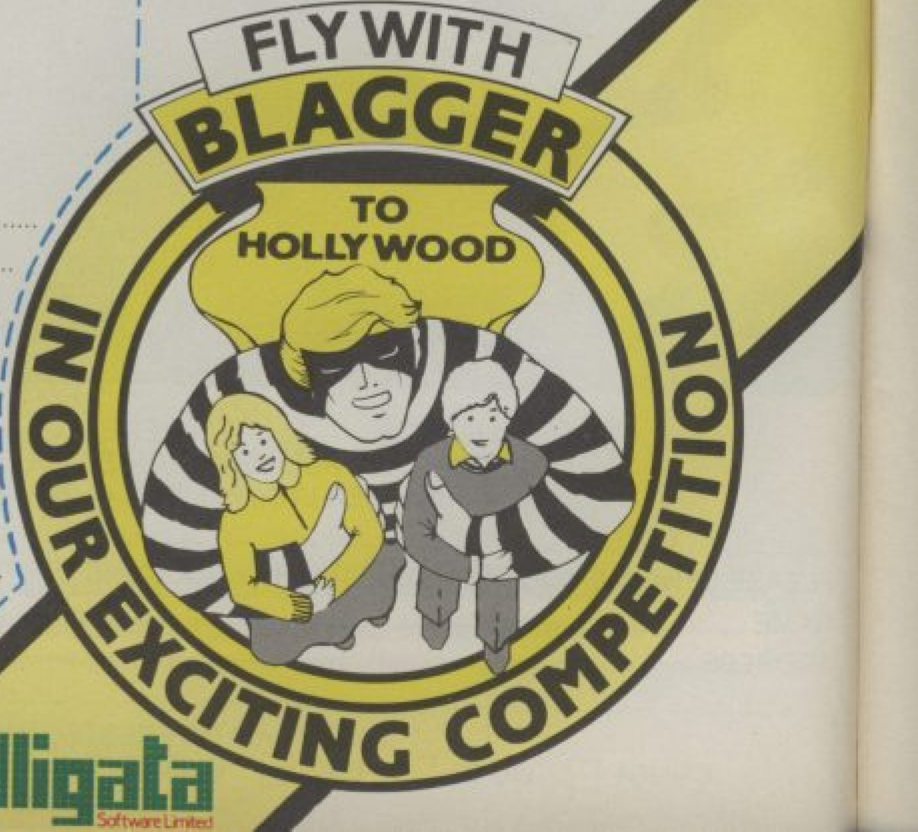
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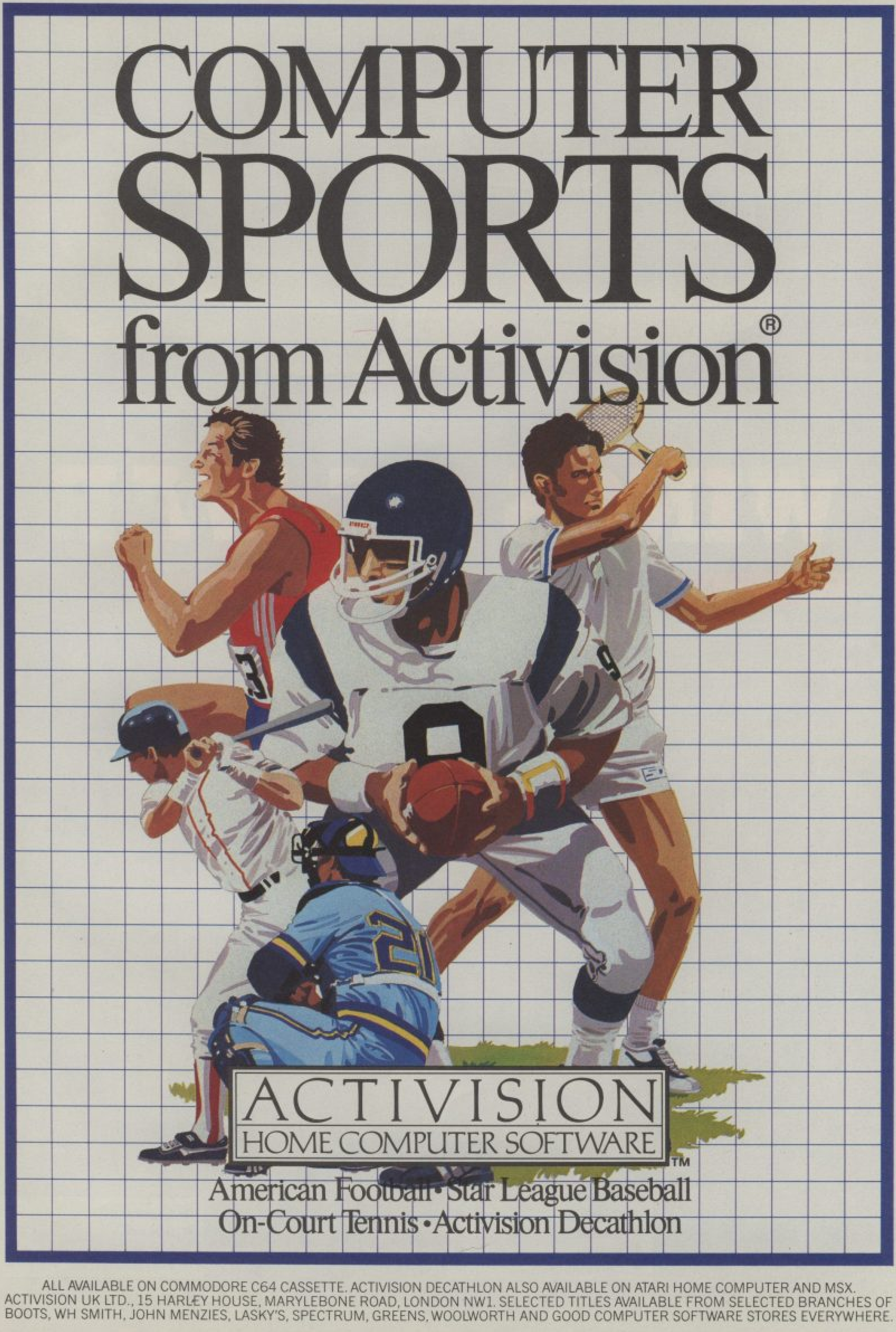
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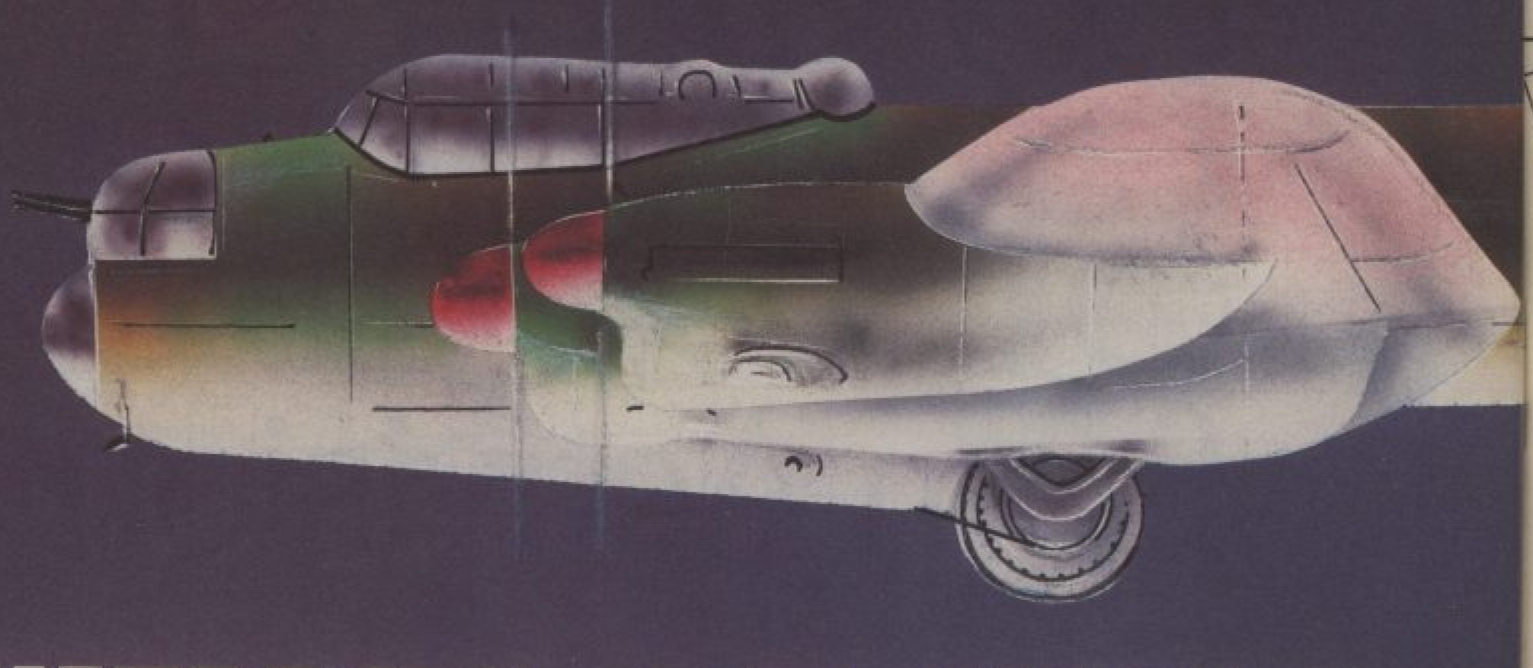
All entries must be returned by 31st July 1985 to

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COMPUTER
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American Football • Star League Baseball
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WINGS OF WAR

DAMBUSTERS

MACHINE: Atari
SUPPLIER: US Gold
PRICE: £9.95

Dambusters, a new game from US Gold for the Commodore 64 and Atari, re-enacts the daring raids by 617 squadron on the Ruhr valley to drop the now famous bouncing bombs on the hydro-electric dams supplying electricity to the industrial heartland of wartime Germany.

You play the part of the pilot, navigator, rear and front gunner and the bouncing bomb dropper. Controlling all these different parts of the plane is quite a struggle, with enemy planes screaming in from all directions, barrage balloons blocking your path and floodlights. Trying to stay in the air is no easy task

There are three levels of play. The first includes taking off from England and flying into central Germany. The second starts you off flying across the Channel, sparing you the difficulty of taking off. The third places you over the Ruhr valley on a practice bombing run.

The pilot's controls are fairly complicated and numerous and for most of the game I only increased and decreased altitude and banked from side to side when necessary, leaving most of the more mysterious controls alone.

As soon as you hit land after flying across the Channel you are immediately surrounded by enemy fighter plans and you have to flick between the front and rear gunner to mount an effective defence.

Dropping bombs is no easy matter, as anyone who watched the film *The Dambusters* will know. Your plane must be travelling at the right speed and height for the bombs to bounce into their correct position on the dam's wall.

It would have been a disappointment if this game had been just another version of *Fighter Pilot*. Fortunately, the game doesn't lean too heavily towards being a flight simulator, although it does require skill and concentration to keep the plane in the air. *Dambusters* is really a shoot-'em-up of the best kind and should keep trigger-happy computer owners contented for quite some time.

● Graphics	9
● Sound	8
● Value	8
● Playability	9

SPITFIRE 40

MACHINE: CBM 64
SUPPLIER: Mirrorsoft
PRICE: £9.95

The blurb on the cassette cover of *Spitfire 40* claims that the game is the most realistic simulation of a wartime fighter plane on sale. I would disagree with that, but I would certainly propose that it's one of the most enjoyable I have played to date.

I have played many flying simulations in the past and have always done disastrously badly. Either I've never been able to take off or, if I manage that, I always dive straight back into the ground because I've forgotten one of the 25 different things I have to do in the 30 seconds after the plane has left the ground.

Mirrorsoft's *Spitfire 40* on the other hand is a little more forgiving than most games of its ilk.

Things like the speed at which you are travelling are still important but the smallest mistake doesn't mean instantaneous death. Certain mistakes, though, like not lifting up your undercarriage as soon as you have left the ground, will cause the spitfire to crash land — you don't usually survive.

As with most flight simulations, there are three levels of difficulty — one is a practice flight, the second is combat practice and the last is a full scale mission in which you must take off and destroy the incoming enemy planes and return to the landing strip before you run out of fuel. If you choose the third level, your successes, and defeats, are recorded at the end of the tape into a kind of electronic logbook where you can monitor your progress in your quest to pick up as many military decorations for bravery as is possible as well as a cushy office job somewhere in the RAF.

The instruction manual that is supplied with the cassette struck me as being extremely well presented — the instructions and diagrams are simple, concise and easily understood which, in comparison to most similar programs, is a minor miracle.

Overall *Spitfire 40* is a graphically excellent game that allows "normal" people the chance of a flight in a spitfire without having to pass an exam in reading badly written, 100-page instruction booklets.

● Graphics	9
● Sound	7
● Value	8
● Playability	8

Before you go mad at Silverstone, let David Hunt drive you round the bends.



REVS is far and away the most realistic simulation of motor racing ever devised.

Technically, of course, it's a computer game for the BBC Micro. But somewhere in the middle of your first practice lap you'll realise that 'game' has nothing to do with it.

Instead, you'll experience how it feels to drive every bend, straight and gradient of the world's fastest Grand Prix circuit. In a machine that accelerates from 0 to 100mph in just 3.2 seconds.

Gear ratios, engine tuning and handling – they're all accurate in their finest detail and faithfully programmed into REVS.

You can even pre-set the aerodynamic profile of the car to suit your driving style.

So take our advice: before you try for the lap record at Silverstone, study David Hunt's circuit diagram.

After all, when was the last time you had a free driving lesson from a professional?

For the address of your nearest Acornsoft stockist, or to order REVS on credit card, call 0933 79300 during office hours.

Or send the coupon below to: Acornsoft, c/o Vector Marketing, London Road, Wellingborough, Northants NN8 2RL. Please allow 28 days for delivery.

To: Acornsoft, c/o Vector Marketing, London Road, Wellingborough, Northants NN8 2RL.

Please send me REVS for The BBC Microcomputer.

No. of Discs at £17.65 inc VAT ______

No. of Cassettes at £14.95 inc VAT ______

I enclose PO/Cheque payable to Acornsoft Ltd. Or charge my credit card

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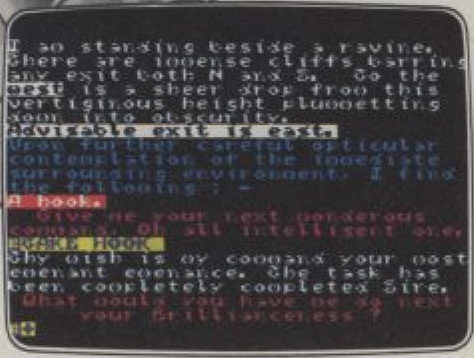
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REVS FROM ACORNSOFT.

SILVER RANGE... Seeing



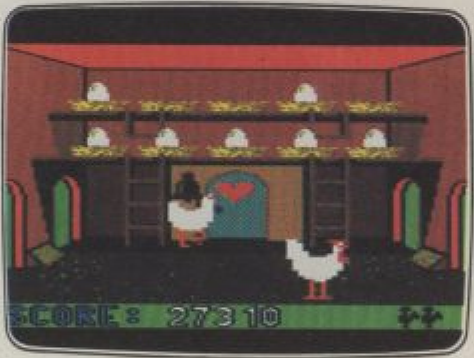
THE HELM Adventure
An amusing, stylish text adventure



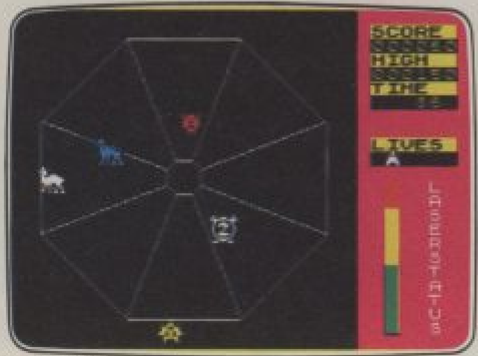
HELICHOPPER Arcade
Fast and smooth multi-screen action



MR FREEZE Arcade/Strategy
Six compartments, each tougher to de-ice



CHICKIN CHASE Arcade
Ruling the roost can be a hard life



EXODUS Arcade
Strange creatures emerging from the pits



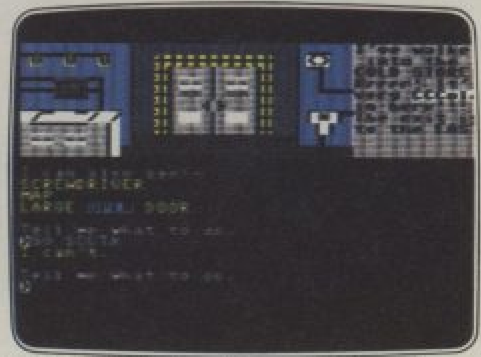
DUCK! Arcade
Comedy and music in this novel duck shoot



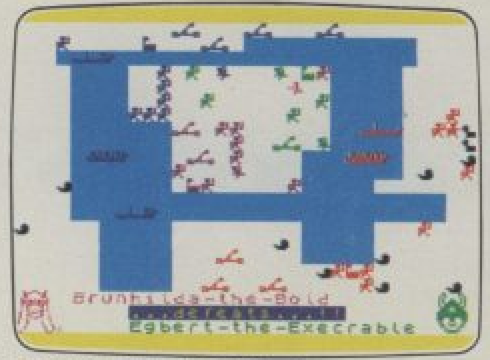
ESTRA Arcade
Recover the sacred statue of Estra the Snake God



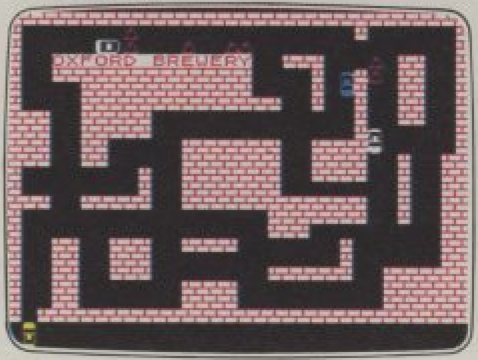
MICROCOSM Arcade
Addictive and challenging multi-level arcade action



SUBSUNK Adventure with Graphics
Trapped on the sea bed in a scuppered submarine



VIKING RAIDERS War Game
A test of strategy against the computer or friends



RUN BABY RUN Arcade
Multi-car cop chase and shoot-out



ZULU Arcade
100 golden masks hidden in a magic maze



DON'T PANIC Arcade/Strategy
Amusing and challenging, a game with a difference



DON'T BUY THIS! Compilation
Five of the worst games you have ever seen



THE HACKER Arcade/Strategy
Terminal to modem, telephone network to mainframe

FORMULA 1

By the time you read this, the very first Grand Prix of the new Formula One World Championship season will have taken place in Brazil. It's the first of a gruelling series of races which take place in exotic locations all around the world.

It takes a combination of many things to make a World Champion racing driver. He must be extremely fast and talented, he must have a good car and a good team of expert mechanics to back him up. The person who has to make sure that the drivers get that perfect mix is the team manager.

CRL have just released a game for the Spectrum called *Formula One* which casts you in the unenviable role of a Grand Prix team manager. So, with the new season approaching, it seemed like a good opportunity to find out just what a REAL Grand Prix team manager thought of the game.

***C&VG* visited the home of the Williams Grand Prix team in Oxfordshire to meet Peter Collins, the man who saw Keke Rosberg and Williams take the World Championship in 1982. Peter has also worked with Lotus and ATS Formula One teams — so he's well qualified to give an opinion on CRL's attempt to recreate the fast moving world of F1 Grand Prix racing.**

THE GAME

CRL's *Formula One* challenges you to win the Drivers' Championship and the Constructors' Championship for your team. You pick the team you wish to manage — up to six people can play — select your drivers and

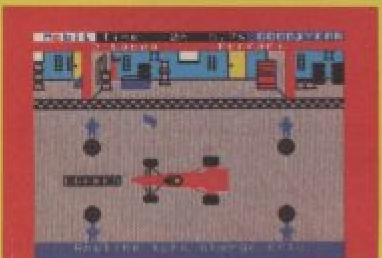


Peter Collins

sponsors and then go on to build up a championship team by spending money wisely on your cars, drivers and pit crews.

The game takes you through a full 16 race championship season — with a graphic display for each race. You have to make pit stops for tyre changes or repairs which is where your pit crew — and your joystick skills — come in!

There are several skill levels, ranging from novice to expert — succeed in one season and your rank improves in the next. There is also a "save" game feature — essential if you want to make it to the "expert" grade.



THE EXPERT'S VIEW

Peter took a break from a busy schedule — preparing the Williams cars for the first race of the new season — to take a look at the game. He swapped his place in the pits for an armchair in front of a TV screen, plugged in the Spectrum and set about winning his first computerised Grand Prix.

First he commented on the lack of documentation. "No values have been put on the various aspects of the game — you're not told how much cash each sponsor puts in, the relative merits of the drivers or whether you have an established team or are starting from scratch with a new team.

"You also don't know about the regulations. All the F1 teams have to work to regulations governing fuel, tyres, car construction, for example.

"The race parts are OK. Except they are a bit too random. Some drivers are heavier on tyres than others — so, for instance, I'd put Keke on harder slicks at the start of a race. There seems to be no allowance for this sort of thing. It's really just like throwing a dice. There's not enough of a skill element.

"You should be able to bid for sponsorship at the start of each season — which is what actually happens. The budget should be more detailed. More attention should have been paid also to the actual abilities of the drivers and their various styles of driving.

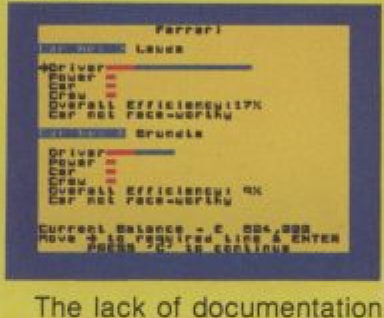
"I think people who know a bit about the sport would be disappointed with this. But maybe I'm being a bit hard on it — looking at it from a professional point of view!

"I think that there's a fantastic game to be made out of the sport — but this one misses out all the important bits!"

THE ENTHUSIAST'S VIEW

At first glance, and first play, *Formula One* is an entertaining strategy game. But after a couple of seasons, the enthusiast may well become a bit annoyed with the details that are missing from the game — details already outlined by Peter Collins.

Although your team does progress season after season and drivers and cars get improved efficiency ratings, there is still no real indication why the efficiency improves — short of simply doing well in races.



The lack of documentation is terrible for such a complex game as this and does the program no favours at all.

Basically *Formula One* is an entertaining game for strategy fans — well presented despite the lack of instructions and information given with the cassette. But Grand Prix enthusiasts will soon find the novelty wearing off!

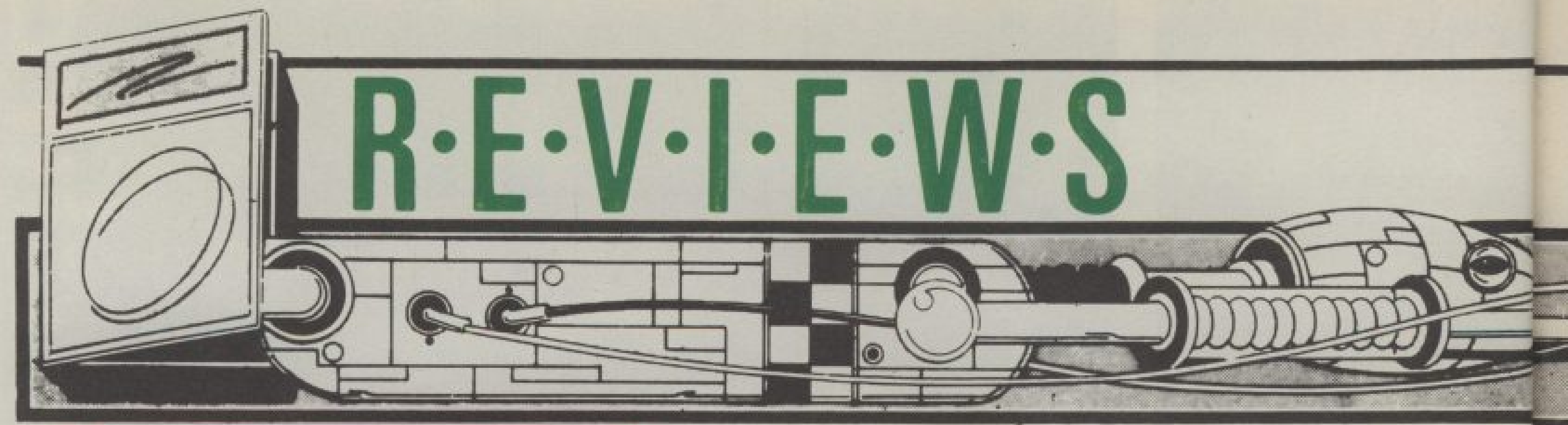
• Graphics	7
• Sound	7
• Value	6
• Playability	6

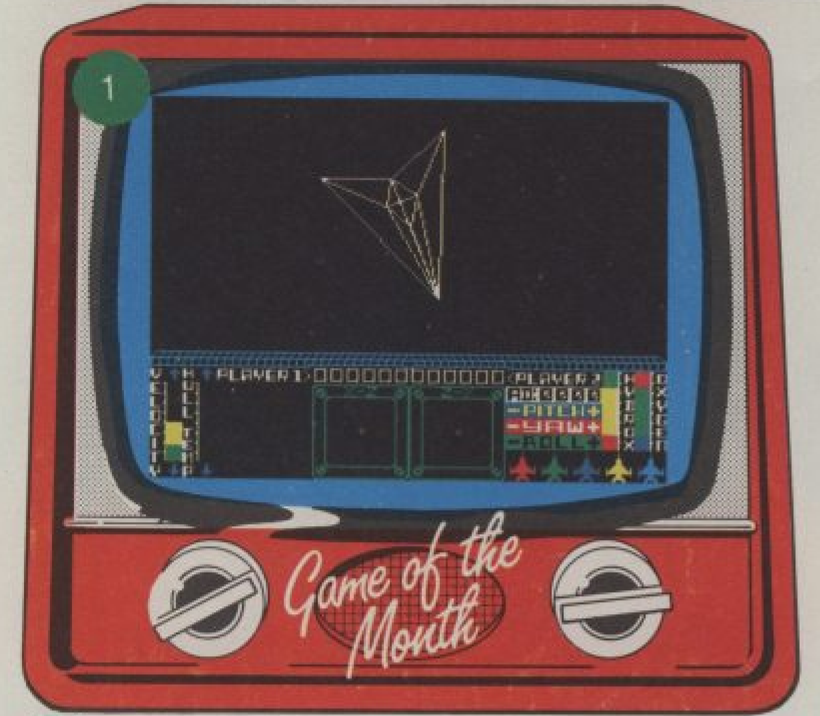


Williams have won two World Championships — first with Alan Jones and then more recently with Keke Rosberg. Peter Collins hopes that this year could see another World Championship coming his way. The team have a new car, designed by Patrick Head, and two top drivers. Keke Rosberg, champ in 1982, and former Lotus driver, Nigel Mansell, complete the picture at Williams for the 1985 season. We wish them all the very best of luck. And don't forget, you could be watching the Williams team in action if you enter our fabulous Pitstop competition on page 26 of this magazine!



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1 STARION

MACHINE: Spectrum
SUPPLIER: Melbourne House
PRICE: £7.95

Calling all Spectrum owners! Don't hang about waiting for *Elite* to appear for your micro — rush out now and grab a copy of *Starion* from Melbourne House!

The company which has made its name with mega-adventures like *The Hobbit* and *Sherlock* takes a bold step forward in arcade-style game technology with an innovative and addictive game.

The scenario goes like this. The year is 2010 — but there's no sign of a star-child anywhere! You are Starion, fresh out of the space academy and rated as one of the top new pilots. Your mission is to fly the first ever Timeship, the *S.S. Stardate* and to boldly go back in time to correct the devastation created by — you guessed it — an evil race of aliens.

The game is big — 243 screens of space-time filled with exciting wire graphic ships and other dangers.

To save the universe from collapse, Starion has to engage and destroy enemy ships in each of the time-zones. But it doesn't stop there. Each ship is carrying a cargo which materialises in space as a giant letter of the earth alphabet.

You must collect all the letters from each time zone until your on-board computer asks you to unscramble them to identify the original cargo dislodged in time by the enemy.

Once you've done this, you must find a time warp and fly into it. Then the time grid is displayed. Now you have to decide in which of the eight neighbouring time zones your unscrambled cargo belongs.

You then jump to the selected time zone, land on the planet you find and then see if your cargo can solve the particular problem being experienced on the planet.

Get it right and your fuel and oxygen supplies will be replenished and it's off into battle again. Get it wrong and you have to destroy enough enemy ships, mines and missiles to create a new time warp in order to make good your escape.

Once you have corrected history in all nine zones of the first time grid, you'll be asked to take the first letters of each particular bit of cargo you've used to save planets in this bit of time — and work out a password to get into the next time grid ... Sounds a bit complicated — but once you get into the game you'll be hooked.

You get a ranking as you progress through the game. The ultimate award is Creator — as at the very end of the game and by the odd logic of time travel you've ended up at the beginning of time and, well, you're all there is!

Programmer David Webb, a 19-year old student, spent nine months working on *Starion* — and if there's any justice in the world he will be rewarded with a number one hit!

• Graphics	9
• Sound	8
• Value	10
• Playability	10



2 SHADOWFIRE

MACHINE: CBM-64
SUPPLIER: Beyond
PRICE: £9.95

Beyond's new Adventure game for the Commodore 64 can best be described as different. Since they have a history of producing not-so-adventure-type Adventure games including *The Lords of Midnight* and *Doomdark's Revenge*, you'd expect *Shadowfire* to be a bit special.

Although it's not an arcade game, everything's against the clock. You know, just 100 minutes to save the universe! Ah, you're thinking, but what about those of us who can't type very quickly. Fear not. Beyond have solved this problem by using icons — oft talked about in Apple Mackintosh circles.

These are just little pictures which appear on the screen to represent various items, such as a character, a weapon, movement, and so on. Consequently, it's possible to play the entire game with a single joystick.

So if you wanted one of the characters to pick up the laser rifle, you just move the cursor over the character you want and press fire. This takes you to the character's personal screen, showing strength, stamina and such like. Now move the cursor to the yellow monitor icon and press fire again to get the weapons screen. You can then move the cursor to the pick-up icon, followed by the laser rifle icon to get the weapon. Easy isn't it?

Now to the game itself. The bad guy, General Zoff, and his cronies have stolen the plans to a revolutionary new spaceship *Shadowfire* which you must retrieve.

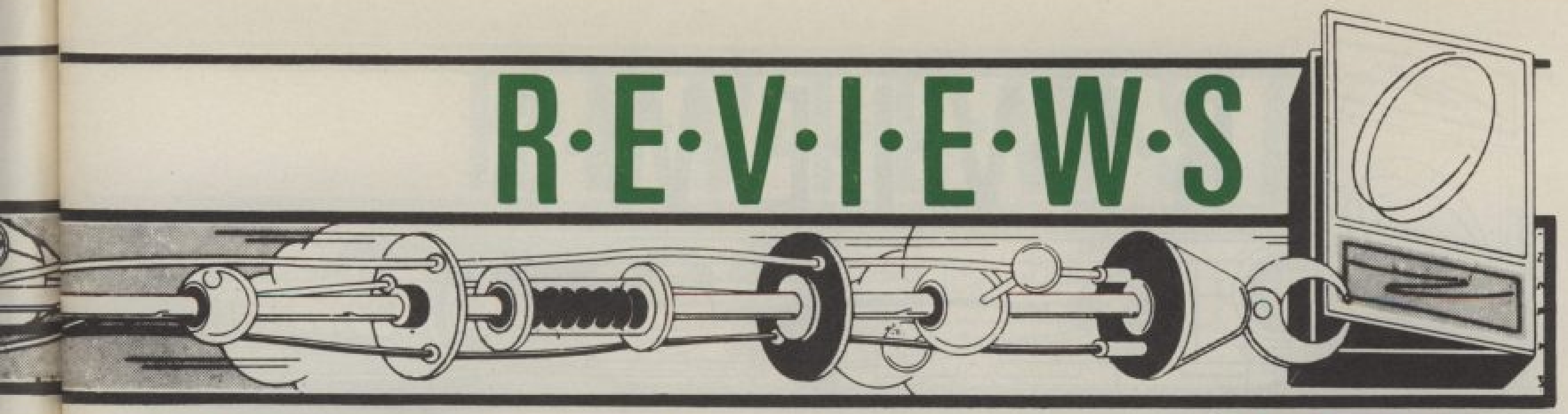
At your disposal are six characters making up the Enigma team: Zark Montor, Syylk, Sevrina Maris, Torik, Maul, and Manto.

The mission of this rather odd assortment, who look as though they have walked straight out of a comic book, is to recapture the plans.

To do this, you teleport the team to various parts of Zoff's sky fortress, where you dash about, battling with the baddies and collecting objects for later use. Having six characters to manipulate independently, there's always something to do.

The game itself is thoroughly enjoyable with excellent sound and graphics and is no doubt the forerunner of many more of its ilk. Though the die-hard text adventurers will probably ridicule it, the game is well worth trying. I can't wait for the further adventures of the E-team — promised by Beyond.

• Graphics	9
• Sound	9
• Value	9
• Playability	9



R·E·V·I·E·W·S



3 GRAND LARCENY

MACHINE: CBM-64
SUPPLIER: Melbourne House
PRICE: £7.95

There I was stuck on the fire-escape outside one of the world's most exclusive hotels wondering just how to sneak in through the open window and steal the secret plans.

Frustrating but fun! That's *Grand Larceny* the latest in a series of innovative and under-rated scrolling joystick-controlled graphic Adventures from Melbourne House.

You take on the role of a Government agent sent after a bunch of thieves who stole the plans to a top secret super computer.

You have tracked them down to their hide-out in a posh hotel and have until midnight to get the plans and make good your escape.

The screen is split into a graphic "window" which shows your spy and his immediate surroundings. Below is the text area which gives a written description of where your character finds himself and any other interesting information.

The hotel has many floors — and a good few surprises. You must use the joystick — or keyboard — to move your character around the graphic screen and, as in all good Adventures, you have to input text commands.

You can issue text commands to your spy, to search, examine or get various objects for example.

The unique combination of scrolling graphics and Adventure makes *Grand Larceny* an intriguing and challenging game. Check it out — before the thieves check out of the hotel and get away with those plans!

• Graphics	7
• Sound	8
• Value	9
• Playability	9

4 ICE PALACE

MACHINE: CBM-64
SUPPLIER: Creative Sparks
PRICE: £7.95

Like *Shadowfire, Ice Palace* is an Adventure which doesn't need any text input from the player. Unlike *Shadowfire,* the Creative Sparks game doesn't use icons — but a simpler text menu which you scroll around and select options from. But it's just as addictive!

The game has a basic fantasy scenario. You play the



part of a brave warrior on a quest within the wicked Ice Queen's palace — a quest for the seven bits of the Ice Crown which once belonged to your father.

The game has two screens — the game screen which shows you a bird's-eye view of the palace and the assorted evil nasties who attack you.

The palace consists of many hexagon shaped chambers. You can manipulate the chambers using your joystick — rotating the walls to alter entrances and exits as you make your way through the maze like structure.

Some chambers contain useful objects — others contain deadly dangers.

The second Adventure screen shows you an inventory of the items you are carrying, the scrolling text menu of commands, the sections of the ice crown that you have discovered, your good/evil alignment and the time you have left to complete the quest.

The text menu is extensive and includes commands like pick-up, use, unlock, open etc and a useful "Help" command which prompts cryptic clues. Your good/evil rating changes as the game goes on and if you become totally evil the game ends with you in the power of the evil Ice Queen. But you can find the old king and touch him for added goodness!

Ice Palace is a really different game — one of a growing number of hybrid interactive Adventures. The graphics are good, the sound excellent and game play totally addictive.

• Graphics	8
• Sound	8
• Value	8
• Playability	8

5 WRIGGLER

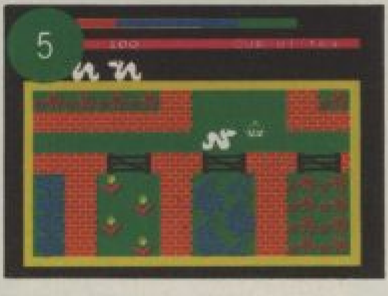
MACHINE: Spectrum
SUPPLIER: Romantic Robot
PRICE: £5.95

Not only do you get a great game when you get your hands on the *Wriggler* — you also get Jean-Michel Jarre-style music to play as you play!

The *Wriggler* is a cute maggot — and he's competing in the great Annual Maggot Marathon, the most dangerous and spectacular event in the insect sporting world.

You have to guide your maggot through a massive maze-like course of 256 screens which begin peacefully enough in the garden, move on the scrubland, into the underground then finally to a mansion and lift shaft. But whatever you do — don't go to Hell!

There are lots of puzzles to



be solved along the way and various creatures to be avoided. But at least there's lots of cups of tea to be had along the way!

The graphics and sound are excellent and the game is totally addictive.

I particularly liked the way the Wriggler "dies" when you run out of energy — or into a nasty. He is reduced to a crumbling pile of dinosaur-like bones!

This is Romantic Robot's first venture into the games market — and if this is an example of the quality of their product then they are a name to be watched.

• Graphics	9
• Sound	9
• Value	10
• Playability	10

ANDROID ONE

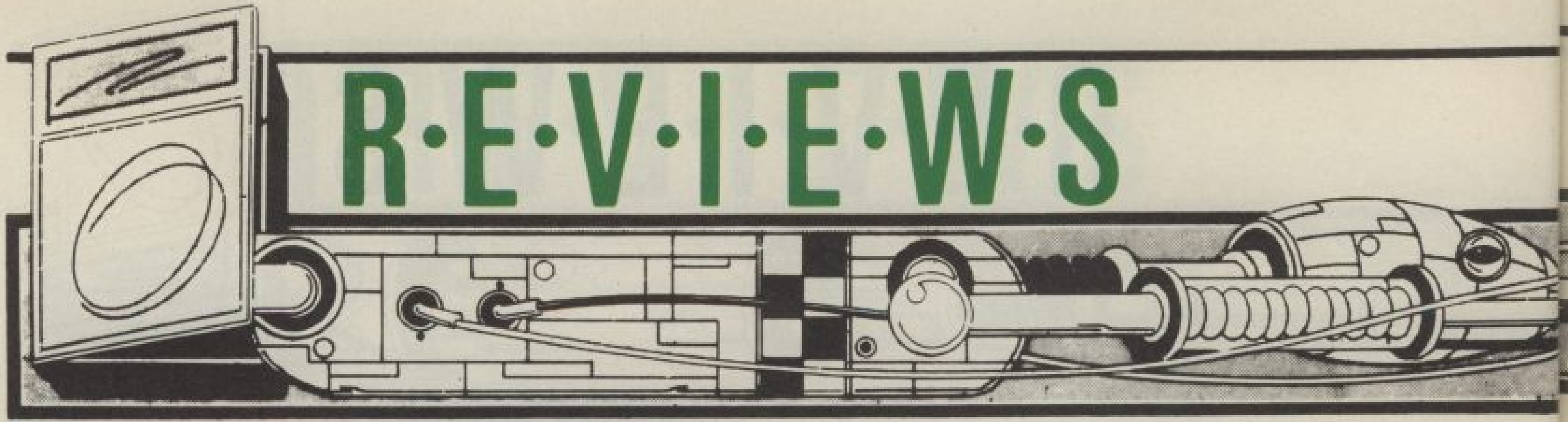
MACHINE: Amstrad
SUPPLIER: Vortex
PRICE: £7.95

Can you destroy the reactor before the reactor destroys the world? *Android One* sets you this task.

Your android is armed with a brick-blasting laser and must shoot his way through barriers, avoid the lethal guardians of the reactor, and find his way to the core.

Not a very original game — but fairly playable. Graphics are adequate but by no means stunning. Overall, a bit overpriced for what you get.

• Graphics	7
• Sound	7
• Value	6
• Playability	7



ROCKETBALL

MACHINE: CBM-64
SUPPLIER: IJK Software
PRICE: £7.95

IJK Software, better known in the past for producing games for the Oric, have turned their attentions to the Commodore 64 and produced a fantastic new game based on the cult film *Rollerball* which thrilled thousands with its action-packed skating scenes.

Rocketball begins with a metal ball being shot into the rink. Two teams of five players must chase after the ball, pick it up and throw it into the opposition's goal tube.

Controlling your player is not only a feat of dexterity — it is also a feat of memory because the joystick controls are so complicated you need to be a near genius to remember them all. The joystick is used to skate up and down, move faster or slower, jump, crouch, scoop up the ball, elbow an opponent and throw the ball at the goal tube.

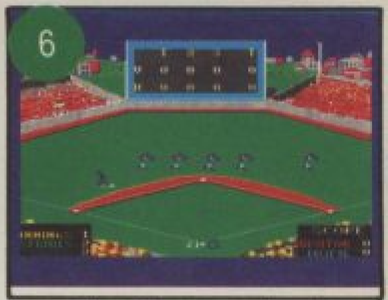
I fared better against a human opponent rather than the computer and I think I prefer the two player option, not because I sometimes win that way but because it's such a nice feeling knocking the stuffing out of one of your friends and still being able to buy him a drink afterwards.

• Graphics	8
• Sound	7
• Value	8
• Playability	9

6 WORLD BASEBALL

MACHINE: CBM-64
SUPPLIER: Imagine Software
PRICE: £7.95

On first appearances, *World Series Baseball* appears to be an accurate, entertaining and very professional adaptation of the popular American sport. This may all sound very ordinary until you



learn that the game has been produced by an English company with British programmers.

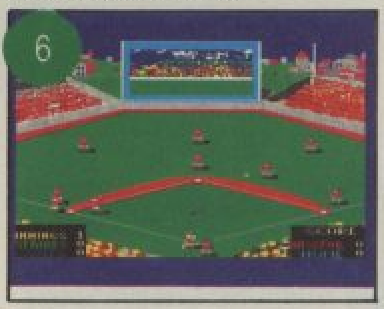
Odd as it may seem that the best baseball simulation I have seen to date should be from an English software house, the programmers have kept the game's American origins well and truly in the foreground of the game. The US's national anthem plays at the beginning of the game, the stars and stripes flutters gently over the stadium and the cheerleaders, vitally important to every genuine American sporting occasion, frequently rush onto the pitch shouting and waving.

As in real baseball, your aim in *World Series Baseball* is to outscore your opponent in nine innings — extra innings are played if the game is drawn after nine.

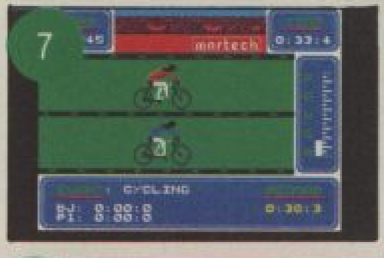
The game begins by asking you to choose how many players are taking part and what colour strips you want the teams to wear. You usually begin the game as the fielding side, pitching the ball at the opposition's batters. The game enables you to throw the ball in several different ways, including fast and slow balls, curving slow and fast balls and low and high balls.

Actually hitting the ball, as you've probably guessed, isn't straightforward either. You can choose a fast, slow or ordinary swing, although most of my attempts ended up with me fouling three times in a row or being caught by one of the fielders without moving from the first base.

Overall the game is enjoyable to play and a treat to watch. One piece of advice for would-be baseball champs is to play against a friend to practise your batting and fielding techniques because the computer opponent doesn't take any prisoners.



• Graphics	8
• Sound	6
• Value	8
• Playability	8



7 SUPERSTAR

MACHINES: Spectrum/ BBC/Electron/ C64/Amstrad
SUPPLIER: Martech
PRICE: C64 (£8.95 cass./ £12.95 disc). Rest, £7.95

Brian Jacks' Superstar Challenge must be the first sports simulation where thrashing madly about with the joystick doesn't always get you anywhere!

Martech's new game — which follows the *Decathlon/ Hyper-Sports* style — includes a new feature on the CBM 64 version called Powersync.

This means that you have to follow closely the action on the screen and gradually build up the power levels as you swim or run — just like real life.

The game challenges you to beat Brian Jacks over a series of eight events. These are canoeing, cycling, archery, football, 100 meter sprint, squat thrusts and arm dips.

Perhaps surprisingly I found the graphics on the Spectrum version better than the CBM 64 — they have a slightly more "finished" look about them. But game play on both versions is great fun. You'll soon find yourself hooked on trying to beat the computerised Superstar champ.

A worthy successor to Daley's *Decathlon* for all armchair sports fans. The game demands a great deal of tactical thinking as well as stamina and — of course — a tough joystick!

• Graphics	9
• Sound	9
• Value	9
• Playability	10

SQUASH

MACHINE: CBM64/ Spectrum
SUPPLIER: New Generation Software
PRICE: £7.95

It's a smash! new Generation Software has come up with a winner with *Jonah Barrington's Squash*.

Fast and furious action, superb graphics, topped off by one of the best systems of voice reproduction *C&VG* has ever heard.

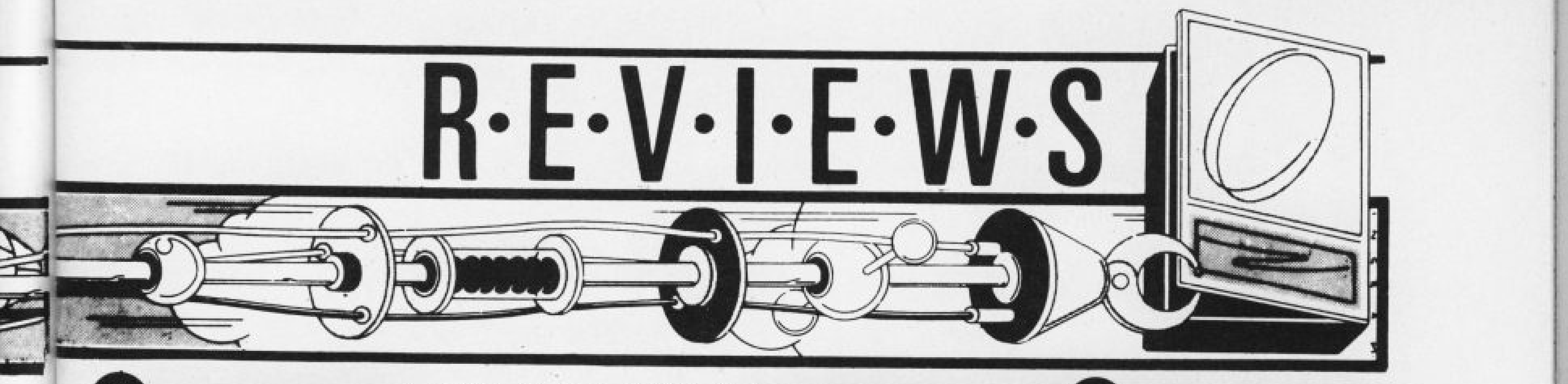
The game can be played by one or two players. They can be moved left, right, backwards and forwards. Depressing the fire button enables the player to make forehand or backhand strokes.

By timing the stroke, you can alter the angle at which the ball leaves the racquet.

And throughout the match, Jonah Barrington calls the scores.

New Generation has achieved this amazing voice reproduction using a system called Reprosound, a hardware sampling system which enables the voice to be reproduced using software only.

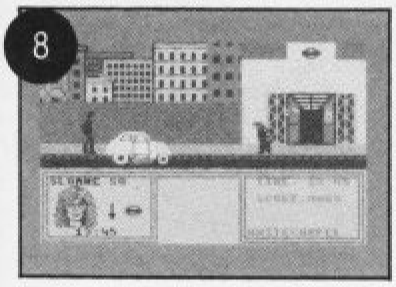
• Graphics	9
• Sound	10
• Value	9
• Playability	9



8 BROAD STREET

MACHINE: CBM-64/ Spectrum
SUPPLIER: Argus Press Software
PRICE: £7.99

You'll have no more lonely nights with your CBM-64 or Spectrum if you splash out on the game of the Paul McCartney movie — *Give My Regards to Broad Street.*



The theme of the game is similar to the movie. You have to chase around after parts of a lost song — each part is held by a different friend. You have to dash around the streets of London in hot pursuit of these people who are all travelling about on the tube.

If you are outside the right tube station at the right time then you'll get a note and you can dash on to find the next person until you've got the entire song.

Then it's back to Abbey Road studios to mix the tune and present it to your manager who is threatening all sorts of nasty things unless you get that hit single to him by midnight!

Each person — they include Linda, Ringo and former Beatles producer George Martin — has different "computer personalities" and likes to be at different places in London at different times.

You must read their biographies and work out which station they are likely to use — and be there on time!

The main screen display shows your car and a bird's eye view of the streets of London. That is unless you've hit the fire button when you're outside a tube station, in which case you get a detailed view of the station entrance and some neat London skyline graphics in the background. I particularly liked the graphic of St Paul's Cathedral.

The bottom of the screen is split into three parts. One shows you where a certain character is and at what time he or she used a particular tube. In the centre there is a larger scale scan of your location in London — surrounding roads, stations etc. Finally, there is another read-out which shows the time and the number of musical notes you've collected.

The package includes a poster sized map of inner London and the tube network — which you'll need when starting to play the game to find out just where you are.

Car control can be a bit tricky to start with — but you should soon get the hang of it.

You need to think fast and learn your way around the streets to get the most out of *Broad Street* which is ultimately a fast paced strategy game.

The graphics are good and the sound is nice too — but I'm not sure how many times I could listen to the CBM-64's version of *Band on the Run!*

Overall, the McCartney game should be a top ten hit.

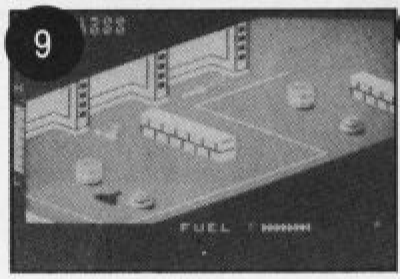
• Graphics	9
• Sound	9
• Value	9
• Playability	8

9 ZAXXON

MACHINE: All MSX
SUPPLIER: Electric Software
PRICE: £11.95

There has been much talk in the press about old games being re-hashed for new machines, but classics such as *Zaxxon* should not be denied any micro owner.

This Sega version is one that all MSX owners will want to add to their collection.



An extra useful feature is noted in the loading. Side one of the cassette loads at 1200 baud, side two at 2400 baud. Although quality recorders are recommended for the higher rate, I tried a fairly cheap one wich loaded in approx 2'40 secs every time. Options give a choice between one or two players, keyboard or joysticks and a selection of four skill levels.

The fuel gauge is shown on the bottom right hand side and you will notice that it falls at an alarming rate — the only way to sustain flight is to shoot fuel tanks to top it up. Watch for base missiles, gun turrets, and the smart robot missiles.

The craft is very responsive with the stick or keys, in fact far better than most flight simulators I've tried. Wiping out installations and missiles of any description scores points, as outlined in the excellent instructions supplied.

When you leave the asteroid, you encounter enemy fighters armed with guided missiles. These look good, silhouetted against the black sky.

Once past these, you arrive at the next asteroid, which is guarded by robots who hurl missiles. Get past these and you are confronted by the Mighty Zaxxon.

Scores and remaining craft are shown at the top left hand screen. Excellent graphics and every effective sound are the order of the day in *Zaxxon.*

This is definitely one to look out for.

• Graphics	10
• Sound	10
• Value	9
• Playability	10

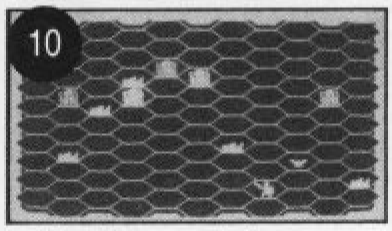
10 NORSEMAN

MACHINE: All MSX, Einstein
SUPPLIER: Electric Software
PRICE: £8.95

Saving mankind is the theme of many games. *Norseman* combines this in an arcade and strategy style game set in days of yore.

The task set our Nordic fighter is to defend the Helmets of Power from the hellish hordes. There are ten levels of play which can be selected from the attractive title screen. The monsters arrive in waves of five and there are five waves per round.

To do battle, move into a monster's "hex" and have a close encounter — leaving a monster dead, or if you lose, a cross in the spot you have vacated.



Monsters and hero move alternately, random choice selecting the monster to move next. Depending on the levels, a monster's moves are single or multi-directional.

The movement of the monsters and Norseman is quite quick, so the game needs all your attention, coupled with quick decisions.

That Golden Helmet can be left — carrying it slows down progress — but of course it is then prey to the marauding monsters.

This is not an easy game to play. But if it was that easy, there wouldn't be much point! The smooth graphics and good animation are supported by excellent music.

• Graphics	10
• Sound	9
• Value	9
• Playability	10

continued on page 112



Herbie Briggs has just destroyed the myth that all floppy discs are created equal.

They seem equal. Until you look at the seams.

That's where equality ends.

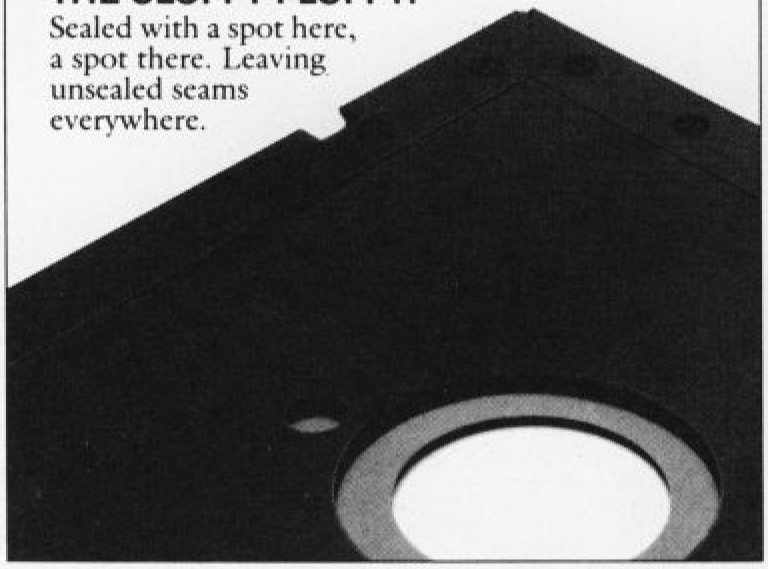
Most companies seal their discs with a spot here, a spot there. Leaving most of each seam not sealed at all.

Sooner or later, the seams might do what comes naturally: they bulge. Warp. Pucker. Open up.

Pens, pencils, fingernails—even a four-year-old's, like Herbie—can catch and snag in those wide open spaces.

That's sloppy. And dangerous. Because if you put a sloppy floppy into your disc drive, it can jam your drive. Ruin your drive head. Lose your data.

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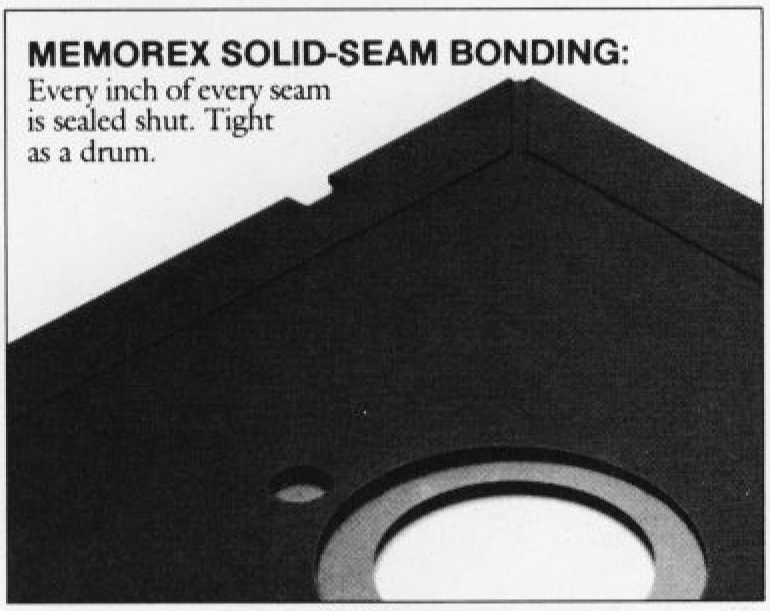


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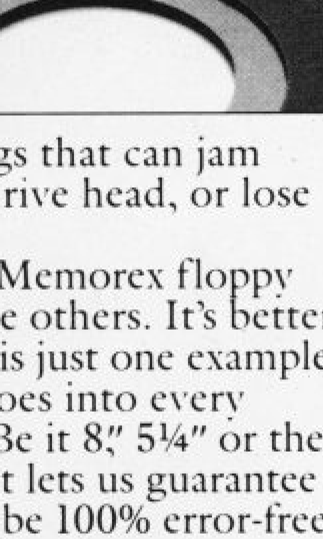
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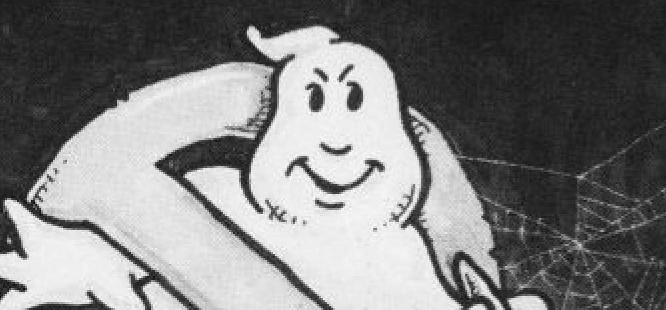


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GHOSTWRITERS!

A couple of months ago we asked you to send in your ghost stories, and 50 winners would win a copy of the *Ghostbusters* game by Activision. Maybe it was the cold winter nights that got your imaginations working, but for us here in the office it was a scary experience reading them while the winds howled outside and the rest of the building was in darkness. A full list of winners is available from the C&VG offices, but, in the meantime here are a couple of stories to whet your appetite.



As a chill wind blew over Standton, a frail white sheet blew from a washing line and up into the bedroom of number 54 Ringfield Road. It landed on the chair in the warm corner of the room and it was there that the sheet took on its paranormal shape, a horrible ghostly figure that lay slumped in the chair. It roused to the sound of a computer game. It was intrigued.

He noticed at once that the game was *Pac-Man*. After a while he became bored of playing the game and decided to get in on the act. He slid down in between the holes which were at the back of the television. To his surprise, the ghost found himself inside the maze. He was thrilled until he saw a yellow blob, mouth open, coming in his direction. Then it struck him, the blob was Pac-Man and Pac-Man ate ghosts. The amazed ghost looked at the blob and realised he must move. Jasper, the ghost, shot upwards passing an amazed red ghost, which was then unfortunately chomped by Pac-Man who was in a foul mood by now.

Jasper turned the corner just avoiding a power pill. He got to where he had come in, raced out of the back of the television and down the wire. He arrived at the plug, happy that he was still in one piece. At least Jasper was safe!!

Paul Hewett

It was a quiet evening. I was sitting in my favourite chair, watching my favourite television programme, munching my favourite chocolates. It's a hard life being a student — 'specially in the holidays. JR had just been shot — again — when there was a screech of tyres outside, a burst of disco music and . . . and . . . Silence.

Then my front window caved in! There was a brief pause, then a stocky youth clambered through. He was dressed in black overalls with no-smoking signs stuck all over them and he was carrying a large backpack. The music started up again. There was a pause, then . . . "GHOSTBUSTERS!" he screamed. I choked on my coffee cream.

He waited patiently until I recovered, then in a cool, brisk, professional manner he asked me, "Is this 12 Windmill Close?"

"No!" I replied in a somewhat less cool manner, "It's 173 Hove Crescent". Another pause. He appeared to be listening for something, some sort of cue. "GHOSTBUSTERS!" he bellowed again.

"Oh absolutely" I commented knowledgeably. In truth I was getting slightly irritated with the conversation. I don't object when people smash in the double-glazing at 8.30 pm on Wednesday evening, but I do get annoyed when they have nothing intelligent to say.

We regarded each other silently for a few moments. Something stirred behind him on the sofa. What was it? What could it be? I had just remembered when he spun round to face the sofa and in one smooth, professional, practised movement, he fired . . . and blew up the cat!! As the fur drifted down, he turned to face me again. "Ah well, wrong address. Happens all the time. Sorry about the mess. Nice meeting you".

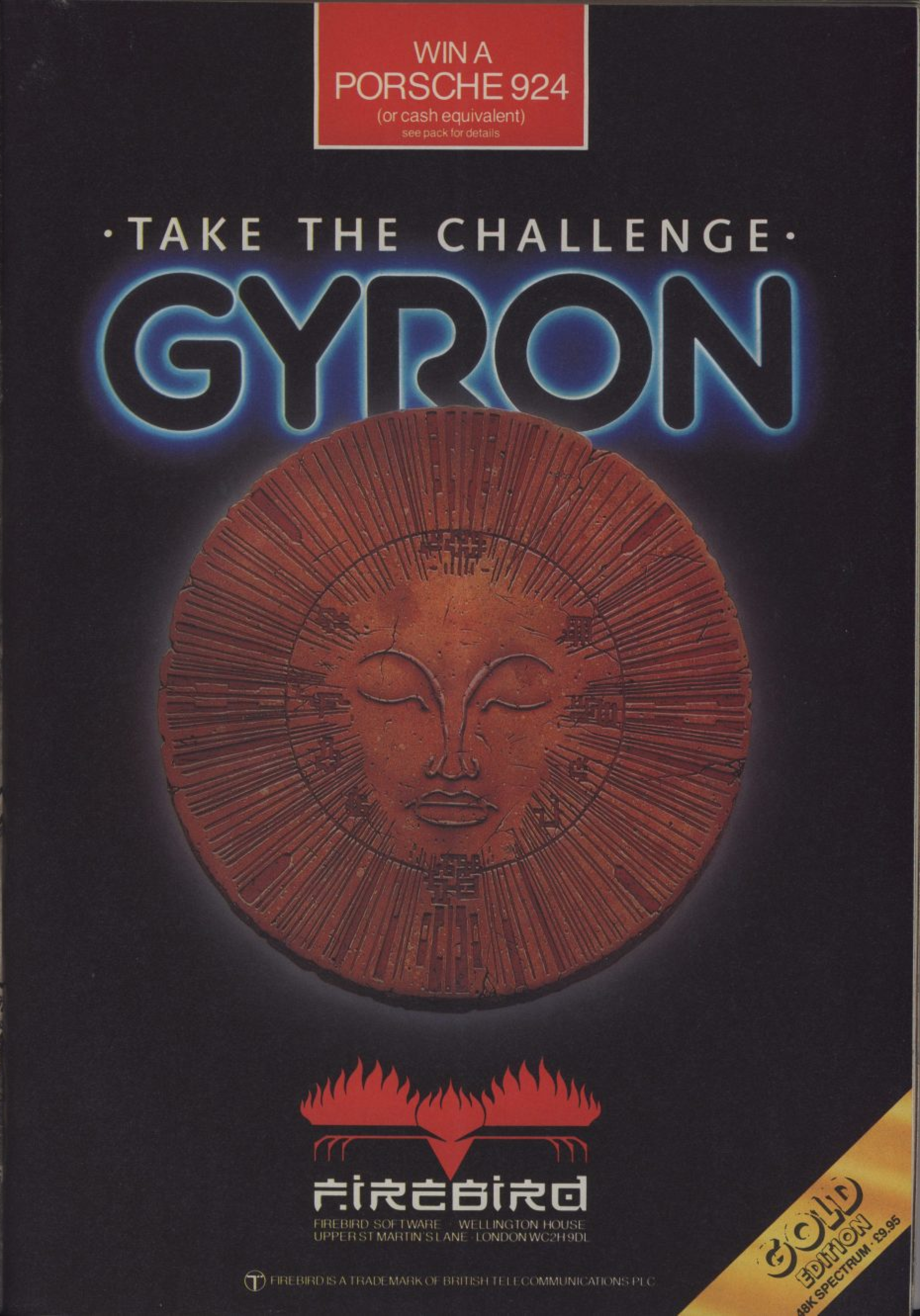
He disappeared out of the window, then a few seconds later his head poked round the corner.

"And remember: if you're seeing things running through your head, who you gonna call?"

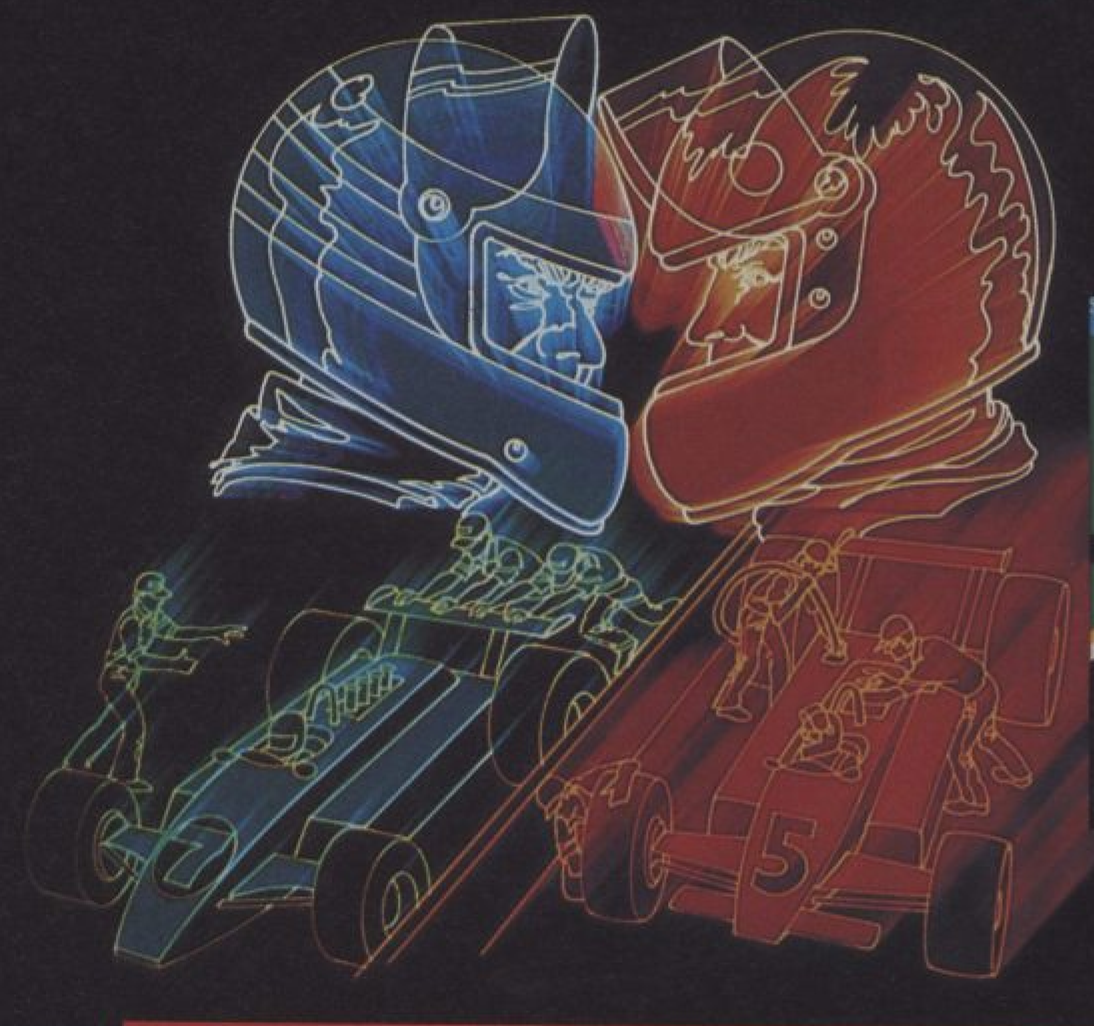
"Interflora!" I muttered absentmindedly, wondering how I was going to phrase the insurance claim.

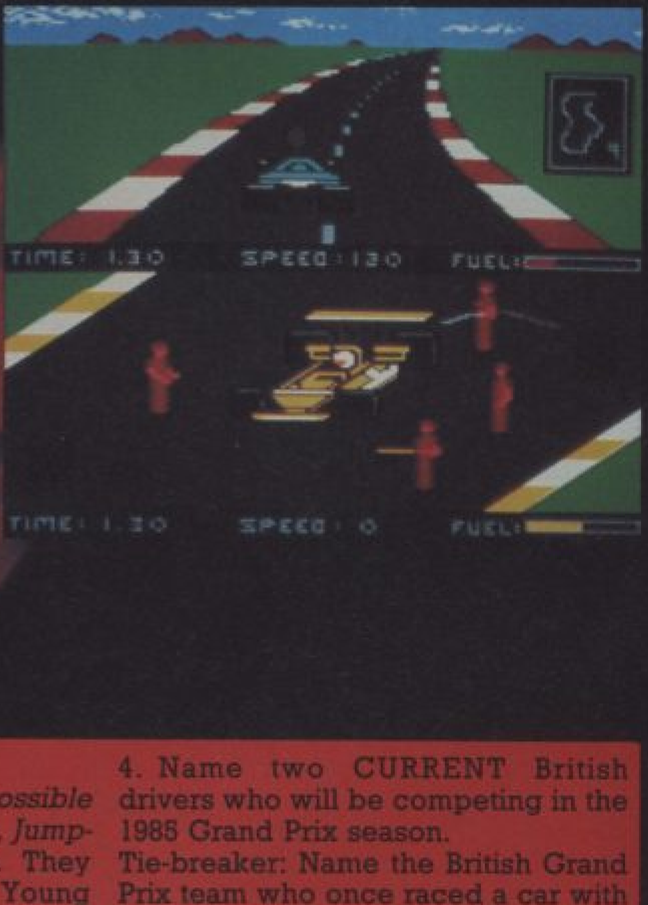
Richard Stevens

PS Who was the mysterious stranger who burst in while JR was being ventilated? Did he ever really exist? Was it all just a figment of my imagination? The cat thinks not!


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PITSTOP II





There's nothing quite like the colour, noise and spectacle surrounding a Formula One Grand Prix. And there's nothing quite like actually being at the trackside when 24 high powered racing cars blast away from the grid!

And now, thanks to **CBS** and *C&VG*, YOU can experience the thrill of a World Championship race at first hand. We're offering you the chance to win tickets to the British Grand Prix at Silverstone in July in our exclusive *Pitstop II* competition.

First prize winner will get a pair of tickets to the Grand Prix, plus a choice of six items of CBS products — software OR records! The race tickets will include a special pit pass — so you'll be able to see how the real racing pit crews work.

Second prize winner will get race tickets, plus pit passes and a choice of three items of CBS products. Third prize winner will get race tickets only — plus one item of CBS products.

And 20 runners up will be able to choose between software or records and tapes from CBS.

CBS have games like *Impossible Mission, Dragonriders of Pern, Jumpman* and, of course, *Pitstop*. They also have pop stars like Paul Young and Alison Moyet on their record label. You'll be able to choose from the extensive CBS record and software collection if you're one of our lucky winners!

And all you have to do is answer the simple Grand Prix quiz and rush your coupon to *Computer & Video Games*, Pitstop Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is June 16th and normal *C&VG* competition rules apply.

THE QUESTIONS

1. Name the last British driver to hold the World Championship title.
2. Name the Grand Prix team which has won the greatest number of Grand Prix races.
3. Name the 1984 World Champion. What team does he drive for?
4. Name two CURRENT British drivers who will be competing in the 1985 Grand Prix season.

Tie-breaker: Name the British Grand Prix team who once raced a car with six wheels.

***C&VG*/CBS PITSTOP II COMPETITION**

My answers are:

1...

2...

3...

4...

Tie-breaker:...............................

Name.....................................

Address...................................

....

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FRANKIE GOES TO HOLLYWOOD

Welcome to the Pleasuredome, my friends! Frankie has allowed me, a mere mortal by the name of Tony Takoushi, to enter his abode and bring you an exclusive peek of the game called — *Frankie Goes To Hollywood.*



Frankie wants you to be a well rounded and complete person and to this end he has set a challenge. To enter the Pleasuredome, you must first pass through the outer chambers. These chambers require you to possess true control of both your mental and physical abilities.

You start your journey through one of the four doors which represent Love, Hate, Sex and War. All four doors give access to the same nucleus of rooms, although each door leads to a different room within that nucleus.

The challenges involve both strategy and a fair measure of zapping — in some respects it is close in style to *Pyjamarama*. As you solve the task set in each room, a doorway opens to the next room. This is done by a window opening up. You step into it and the window closes again and it then re-opens in the next room.

Your character, Frankie, can walk around each room either pointing his "Zap" finger to examine objects or blast enemies.

When you have to solve a strategy puzzle, you are presented with a menu of choices in a "window" and can select an action by pressing a cursor key.

Certain rooms will give you a higher rating in one of the four qualities — Love, Hate, Sex and War. When these ratings reach a set level, you can enter the Pleasuredome and its secrets will be revealed to you. I promise they will be more than a little controversial!

Rooms you will encounter along the way include The Sea of Holes (shades of the cartoon movie *Yellow Submarine* featuring those other Liverpool Superstars here!). This is a strategy room where you have to judge what hole to step into and where it leads to on the screen.

The Maze is exactly that — with a 3D maze to wander through. If you complete its mysteries, it will open up exits for you to leave by. This one is difficult to solve although there are landmarks to help you along the way.

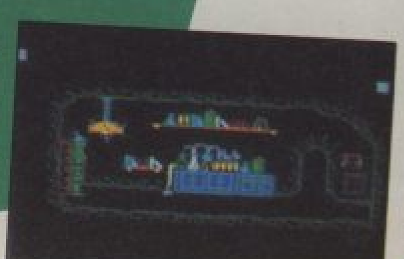


The ZTT puzzle is also wickedly tricky to crack. It involves you choosing the right combination of buttons to create the ZTT symbol on a six piece map.



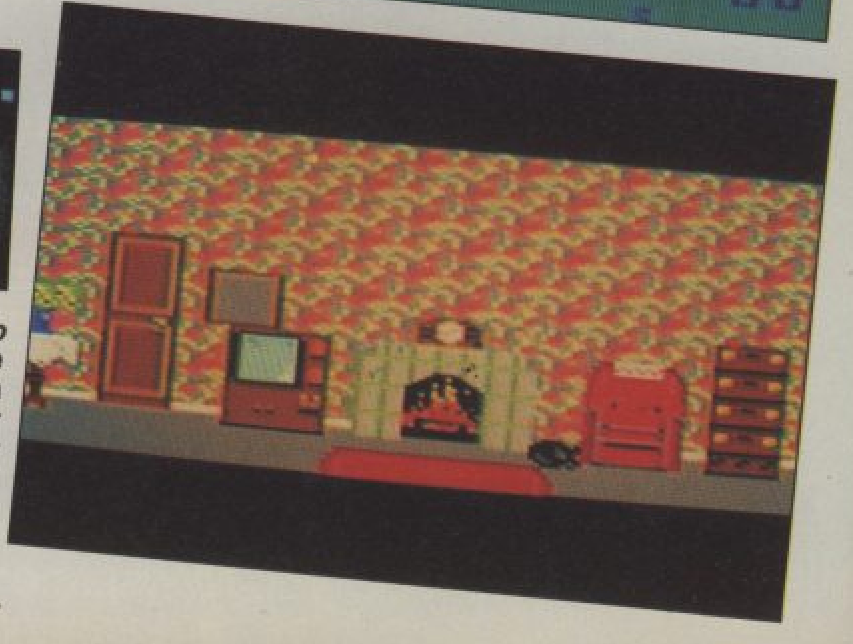
For those of you hankering after a good who dunnit, there is also a murdery mystery to solve. You have to investigate all the clues and suspects taking special note of the surroundings and personalities. I still think the butler did it! Take a CLOSER look at that kettle.

There are over 60 rooms to investigate and you have one unlimited life in which to reach the status allowing you entry to the Pleasuredome.



Frankie Goes to Hollywood is quite unique in its concept and you can enter the game's earlier stages from one of four portals (Love, Hate, Sex and War).

The better you are at



playing the game, the more exits you can open from room to room. The more rooms you have access to, the greater the possible ratings you can earn, thus achieving ZTT faster through the correct balance of the four ratings.

The game impressed me as it has the best of both worlds — action and strategy — and there are a number of slick touches that will keep you on your toes.

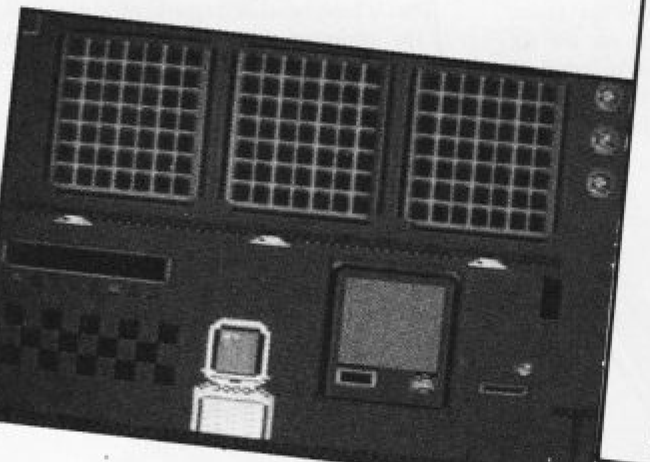
BANG!

BANG!

Many games taking the name of famous characters or groups have tended to be quite poor — relying on the name to sell the game. It's nice to see a game that can match the quality and the style of the group.

Frankie Goes to Hollywood comes from Ocean and is available on tape for the Spectrum and the Commodore 64 at £9.95.

Finally, I must be the only *Frankie* fan in the known universe who does not have one of THOSE T-shirts. Frankie, if you should be reading this . . !



Welcome to the Pleasure Zone! This is the part of your favourite computer magazine devoted to giving YOU the chance to win a very special Frankie prize! We've persuaded the band to sign three copies of their latest LP, *Welcome to the Pleasuredome*, exclusively for *C&VG* readers. Ocean are also giving away copies of the first ever Frankie computer game being released for a wide range of computers. What do you have to do to win? Simple — just answer the Frankie quiz below, fill in the coupon and mail it to *Computer & Video Games*, Frankie Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is June 16th, normal *C&VG* competition rules apply and the editor's decision is final.

Three first prize winners will get a signed Frankie LP, a sweatshirt plus a copy of the new game. 20 runners-up will get a copy of the Frankie game for their computer. Keep the vampires from your door — enter today!

THE QUESTIONS

1. What was Frankie's first number one hit?
2. Name the members of the band.
3. Which American rock superstar wrote a song featured on Frankie's *Pleasuredome* LP?
4. Name the other supergroup who started life in Liverpool.
5. Frankie's producer, Trevor Horn, used to play in a group. What was it called?

Name...

Address...

Computer owned..

My answers are:

1...

2...

3...

4...

5...

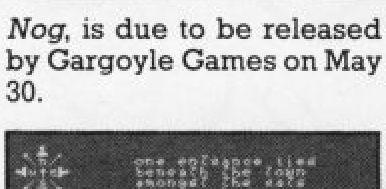
• Other games worthy of mention this month are *Super Pipeline 2* from Taskset. The original *Super Pipeline* became a classic on the 64 and *Pipeline 2* is a worthy follow up.

★★★★

• I am not too enthusiastic over MSX — but Konami have released *Yie Ar Kung Fu* and *Kings Valley* on cartridge for the MSX micros. They are SUPERB. If you own an MSX machine buy them!

★★★★

Dun Darach, the long-awaited follow-up to *Tir Na Nog*, is due to be released by Gargoyle Games on May 30.



Described as a "prequel" to *Tir Na Nog, Dun Darach* is said to contain "startling film-type animation". It will be available for the Spectrum and Amstrad, price £9.95.

• Are you BORED, feel listless, tired and generally FED-UP with playing games?

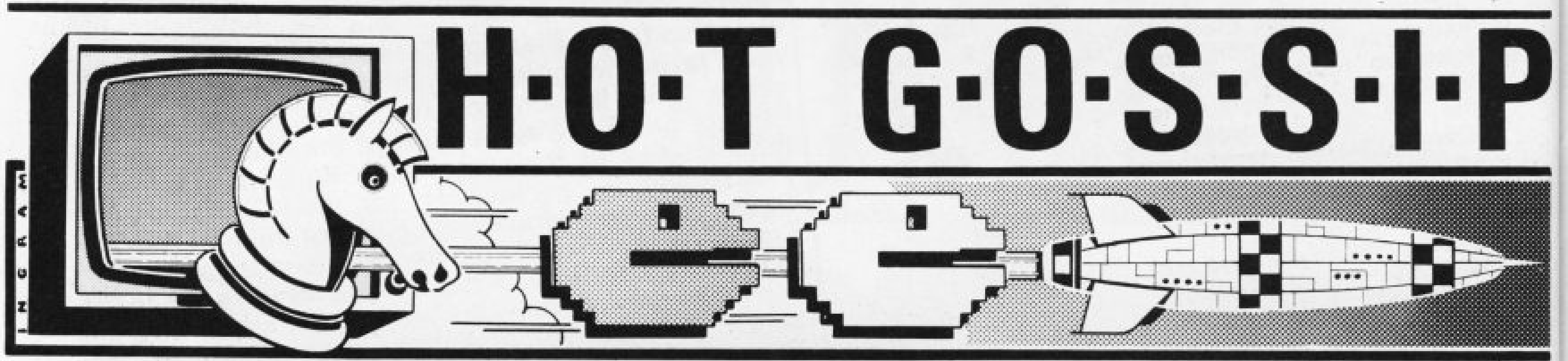
Now there is an answer, thanks to ace programmer Tony Crowther. Tony told me in his latest game, *Gryphon*, he found he had 10k of memory to spare, so not to be wasteful he wrote a boredom routine.

By pressing B you can flick the screen to show a well known television test card. To get back to the game, simply press N. Thanks Tony, but we don't get bored playing your games!

• I recently had the good fortune to interview an American called Bill Stealey, president of an American software house called Microprose, of *F-15 Strike Eagle*, *NATO Commander* and *Solo Flight* fame.

He is really quite an amazing character and I have picked a quote from the interview to illustrate my point! — "The Spectrum? Well, Jeeesee, we in the US looked at it as some kinda doorjam!"

★★★★





MORE FROM BEYOND

Watch out for the Spectrum version of *Spy Vs Spy* from Beyond. It promises to be closer to the actual *Mad* magazine cartoon strip than the C64 original as it features some unique black and white graphics. Beyond say that the playability has been improved too.

Beyond also will be releasing *Boulderdash II* for the C64 very soon. The sequel to this classic arcade game will again feature Rockford. But beware, the screens are much more devious and challenging — if that's possible! You'll get both *Boulderdash 1* and *2* on the same tape. A genuine bargain!

WIN A TRIP TO THE U.S. OF A.

Sinclair, Quicksilva and the Observer Magazine have teamed up to stage a Home Computer Championship — which has a trip to the Disney Epcot Center in America as first prize.

Entrants will have to answer questions featured in the Observer colour magazine before going on to a grand final being held at a London Hotel later this year.

Finalists will have to play a game and write a program on the Spectrum. The winner will get the trip and runners up will receive QL machines or software.

I·N·B·R·I·E·F

- Atari are gearing up to launch a revolutionary range of new computers in the next few months.

  The first of the new computers to arrive in this country will be the XE range of micros. These are basically 800 XLs, but have a re-styled keyboard, extra programming languages and a massive 128k memory as a standard feature for only £129.99 each.

  The second launch will be Atari's new range of ST computers. The first, the ST 520, is a 32 bit processor and has comprehensive graphics routines, moveable icons — graphics characters — and an interface which allows you to connect the computer to a synthesiser and to store music and sound effects in its memory for £699.99, or £1,000 including a colour monitor.

  The second, the ST 130, will be a 16 bit processor which again includes comprehensive graphics commands, icons and the choice of 255 different colours on the screen at the same time.
- Micromega have jumped on the "let's sling a couple of old games together for a couple of quid" bandwagon. They have produced a compilation of three games written by the programmer Derek Brewster and are selling it for £9.99 each. The value packs consist of successes such as *Code Name Mat, Kentilla* and the arcade adventure, *Jasper*. The Derek Brewster Collection will be on sale at most software stockists.
- The TV programmes, *Brookside, Grange Hill* and *Tucker's Luck* are all about to be turned into computer Adventure games. Software Express, a Birmingham-based software company, have signed up a deal with Phil Redmond, the writer of the three programmes, to produce Adventures based on the scripts of the new series. Soap fans will soon be able to get more than their twice weekly dose of their favourite soapie.
- Trivial Pursuit, a board game that tests your general knowledge has become the new fashionable pasttime in America. Trivial Pursuit is now sweeping this country and there is already a version for the Atari called *Trivia Quest* which includes the knowledge questions and the chance of the board and dice as well as a little animated dragon fighting in between. The game's available on disc for the Atari from Software Express (021-384 5080) for around £40.
- Automata have stuck 10 of their best loved Spectrum games in a 10-pack which they are selling at the bargain price of £10. The games are *Crusoe, Piromania, Olympimania, Yakzee, Morris meets the Bikers, Dartz, Pi-Balled, New Wheels John, Pi-in-'ere* and *Pi-Eyed*. Quite a collection! *Morris meets the Bikers* is being released for the Amstrad at just £6.00.

  The innovative *Deus Ex Machina* is also being released at last for the C64. If it's anything like the Spectrum original then you won't want to miss out — a snip at £15.



BUGHUNTER GETS BUSTED!

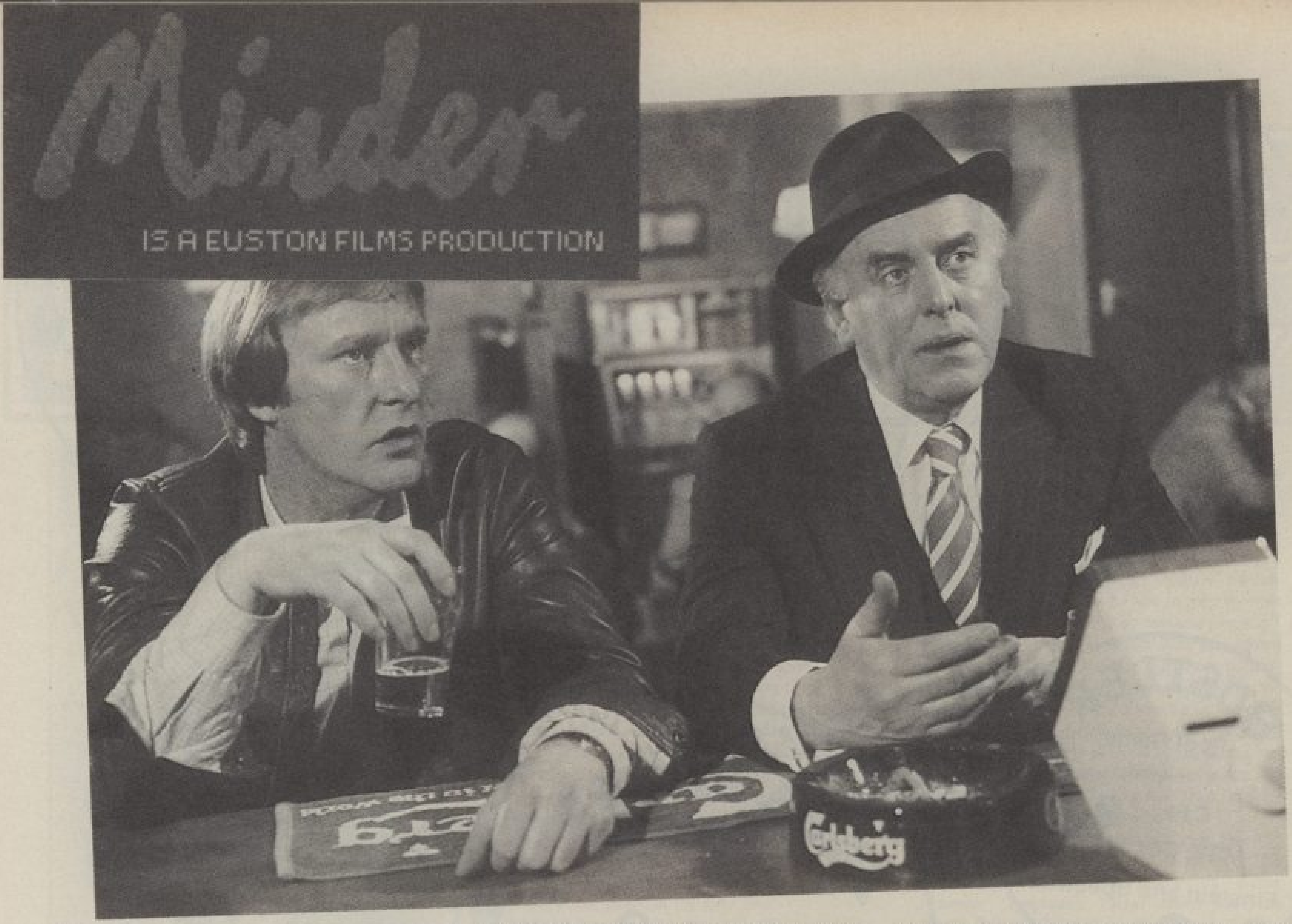
Robert Schifreen, former *C&VG* Bughunter and Micronet columnist, has been arrested for suspected computer "hacking" — breaking into computer systems. It has been alleged that Schifreen hacked into Prestel's tele-software computer which broadcasts Micronet 800 and School Link.

Computer systems, like Prestel's, which are broadcast along the telephone wires can be accessed with a microcomputer and an add-on called a modem. By cracking the passwords and security numbers, it is possible to enter restricted areas, as happened when a hacker discovered Prince Philip's personal mailbox — an electronic notice board where messages can be left — and tampered with its contents.

Robert Schifreen and another Micronet journalist, Steve Gold, author of the Micromouse column, have been charged under the Forgery and Counterfeiting Act. This will be a test case because no other individual has been accused of forging a piece of electronic equipment.



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Arthur Daley, North London's most notorious small time crook, has turned a once reputable software house into a dealer of rubber wet suits, rat traps and adult magazines. DK 'Tronics have decided to turn their back on the law and launch *Minder*, a game that lets you take Arthur's place in the shady second-hand car market and dabble in free market trading — in other words selling 100 stolen garden gnomes. Seamus St John slipped into his camelhair coat, found a spare trilby and some dark glasses and set off in search of our Arthur . . .

I suppose it was inevitable. After all, computers are a big earner — and no respectable con-man would be seen without "the latest on the market, hardly ever used, made in Taiwan, 100% genuine rubber computer with all the paraphernalia, not forgetting yer low-tech wobbly discs and a couple of crates of *Space Invaders*. For you guv, and I'm cutting my own throat here, just a monkey".

Don Priestly, author of the *Minder* game, spent several weeks studying Thames Television's broadcast catalogue — a list of all the programmes Thames have produced over the last few years — trying to choose a TV programme to convert into a game.

In his mind there were only two which really fitted the bill — *Minder* and *Dangermouse*. In the beginning, he would have preferred to have written a game based on *Dangermouse* but the rights had already been sold to Creative Sparks. But now he's glad that he had to work on *Minder*.

Deciding to write an Adventure simulation instead of an arcade game was easy for Don. "The TV programme is about people's characters. It's not an action packed programme like the *A Team*, for instance, and wouldn't have worked as a ladders and platforms game." He added, with a hint of pride, "I didn't want to write a 'zap' game. I would have refused if I'd been asked."

He is quick to point out, however, that *Minder* is not an Adventure game in the normal sense and has more in common with the simulation game *Dictator*, which Don also wrote, than games like *The Hobbit* or the *Hulk*.

In most Adventures, once you have solved a problem or puzzle you can solve it every time. *Minder* does have some of these "adventure qualities" but relies mostly on your skill at striking up bargains with dealers, making sure you don't land up in hospital by double-crossing someone or letting Detective Chisholm find any stolen gear at your lock-up.

One detail of the game which may disappoint many *Minder* fans is that Arthur is the main character and not Terry McCann. There is no option to take on the part of Terry.

Priestly is quite adamant that he was right to use Arthur as the central figure for the game. "Arthur is the most important character in the programme — he controls Terry".

Explaining the lack of a two character option, he said: "A two character game was considered, but we shelved it because it would have taken up so much memory that it would have ruined the game. There's not really much point in it anyway. Terry does nothing on his own initiative — apart from getting Arthur out of trouble every now and then."

Trying to get the humour and dialogue right was a very big problem in *Minder's* early stages. Once the first "draft" of the game had been finished, it was tested by a panel of six games players. After all trying the game for several weeks, they each came up with the same criticism. *Minder* was probably the most mind-numbingly boring game that they had ever played! So it was back to the drawing board. The other big problem with the first version was that the conversations and remarks in the game became very repetitive and the jokes weren't funny. By the sixth time you see them, they start to get on your nerves.

So Don incorporated a huge "dictionary" of replies into the game. No character will repeat the same thing twice to you. Also *Minder* will never tell you that it doesn't understand a word or phrase that you have typed in — an annoying feature of many Adventure games. Instead, the person you are talking to will carry on with the conversation and eventually become more and more tired by your non-

sensical requests and will threaten to leave unless you stop gibbering like an idiot.

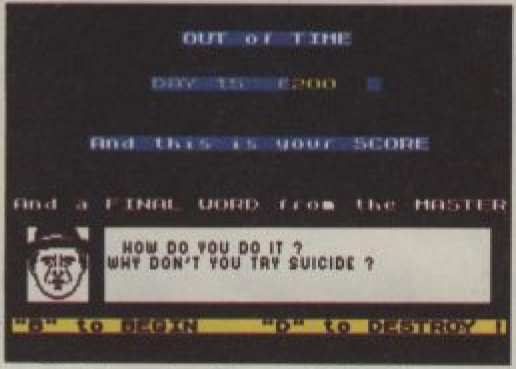
Quite simply, the basic idea of the game is to buy and sell goods, trying to make the biggest mark-up possible. *"Minder's* all about wheeling and dealing," commented Priestly. "You have to learn the skills of bargaining if you want to turn yourself into a second Arthur Daley," quipped the ex-school teacher.

Not only can you sell merchandise that you already have, you can arrange to supply someone with 60 pairs of boots even though you haven't actually got any. The dealer will usually ask you to deliver in a couple of days, giving you the chance to find someone else who is willing to sell the boots at a lower price than you arranged to sell them for — and there's your profit.

You can of course decide not to honour a deal for say 50 rat traps and try to find 30 videos for another of your customers. If you do this, the other dealers are likely to get quite annoyed with you and refuse to buy anything else from you. It's best just to let them cool down for a couple of days before you try to approach them again.

What is worse for your reputation is selling stolen property. If you flog some hot sheepskin coats to an unsuspecting purchaser and Chisholm finds the stuff in their warehouse, they'll be given a big fine. If you meet someone in the Winchester Club who you've double crossed, he is more than likely going to put you in hospital for a couple of days, so it's always wise to bring Terry along to mind you if you think a dealer's after your blood.

Even if you quit a game and start again it is not unlikely that a dealer will approach you and accuse you of double crossing him — so there's no getting away from the consequences of your actions.



All this wheeling and dealing may seem to be fairly complicated stuff and many would perhaps class this as a difficult strategy game, limited to a small minority of dedicated gamers.

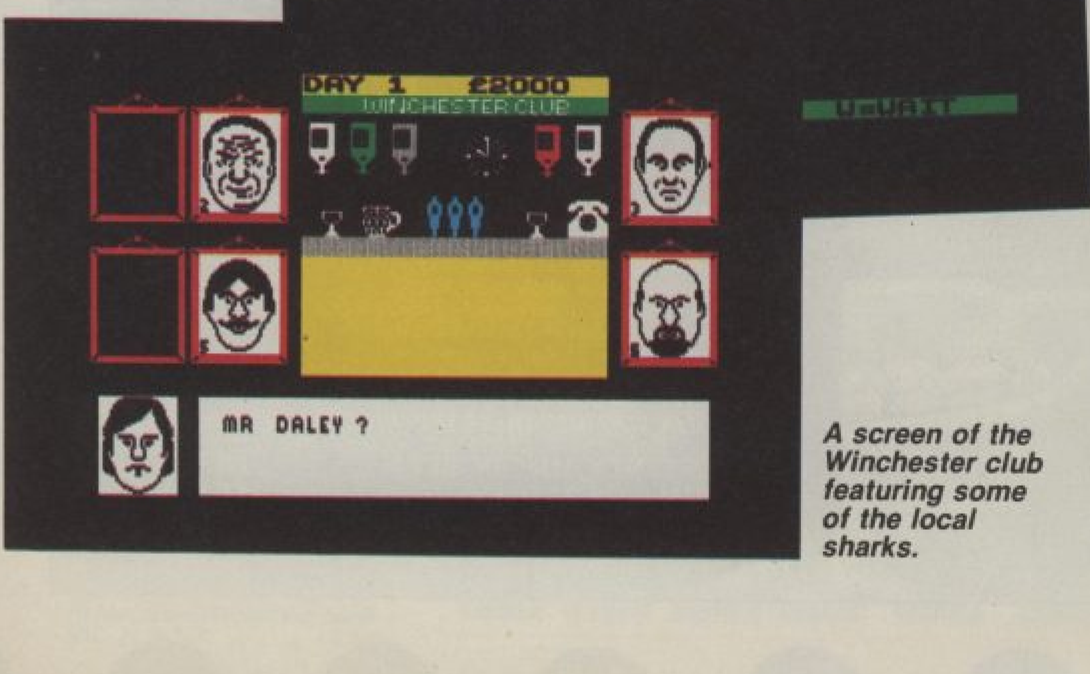
Don Priestly disagrees, "I think *Minder* will appeal to a wider range of people than any normal computer game. Once the simple rules are learnt, the game becomes interesting to play but is not easily beaten. I also think that, because it is based on a well known television series, it will make it more accessible to people". He does admit, though, that *Minder* isn't a game with "instant appeal".

One aspect of the game which worried Don was the use of bad language in the program and whether it might deter some people, especially parents, from buying the game. The earlier versions of *Minder* did include quite a lot of swearing, but after a while he decided that it only detracted from the game and moved most of it after studying all e past episodes, convinced that ere was very little swearing in the rogramme anyway.

Don's hard work and research has ertainly paid dividends and proIuced a smooth, slick and profes-.onal program. He seems to have hit pon the magic something that makes game special. His recipe for a uccessful game like *Minder* — "a lend of meaningfull graphics and nformative and interesting text". He ınd DK Tronics seem to be onto a nice ittle earner!



Inside Terry's flat on Day 2 of the game.



A screen of the Winchester club featuring some of the local sharks.

THE GAME

The main aim for the player is to make as much money in 14 days as he can. You start off at Arthur's lock-up with £2,000 in your pocket and some stock that's in the garage, which can be anything from sheepskin coats to 20 boxes of plastic spots or even *Blue Peter* presenters. And this is where the skill of the game comes in — how much IS a *Blue Peter* presenter worth?

From here, you can go to one of a number of places, either the Winchester Club, Terry's flat, to one of the dealer's places, back to the lock-up or back home to 'er indoors.

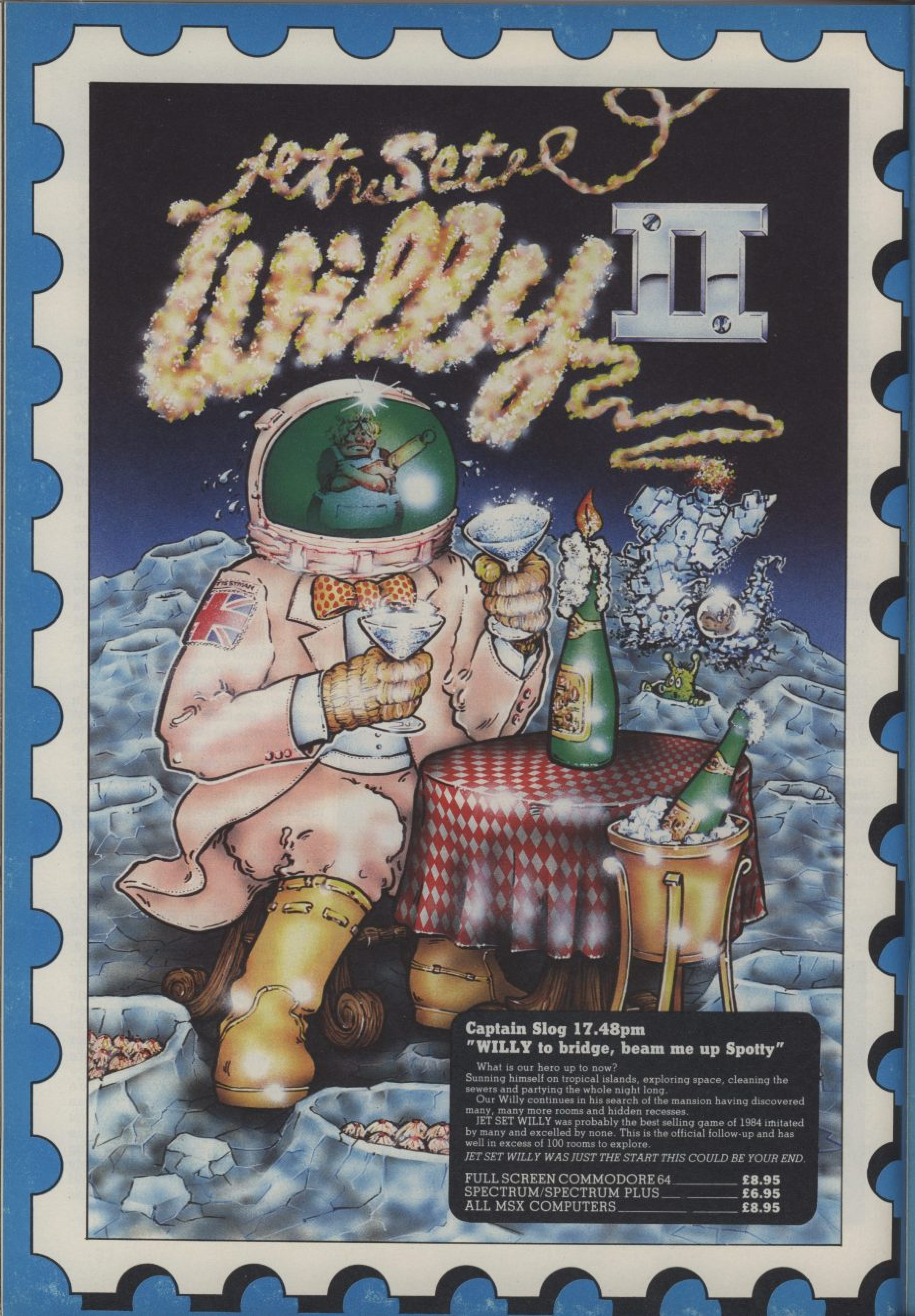
The best place to begin is at the Winchester Club. Most of the people you do business with go there for a drink some time during the day and many of the local sharks also pop in now and then to do some business.

Each of the people in the club is represented in eight portrait frames on the screen. Each one has a number, the one with the lowest number will be the first person to approach you, although if you're quick you can get to the person you want to speak to without being sidetracked by a stranger or being buttonholed by Detective Chisholm looking for a hundredweight of stolen trouser zips.

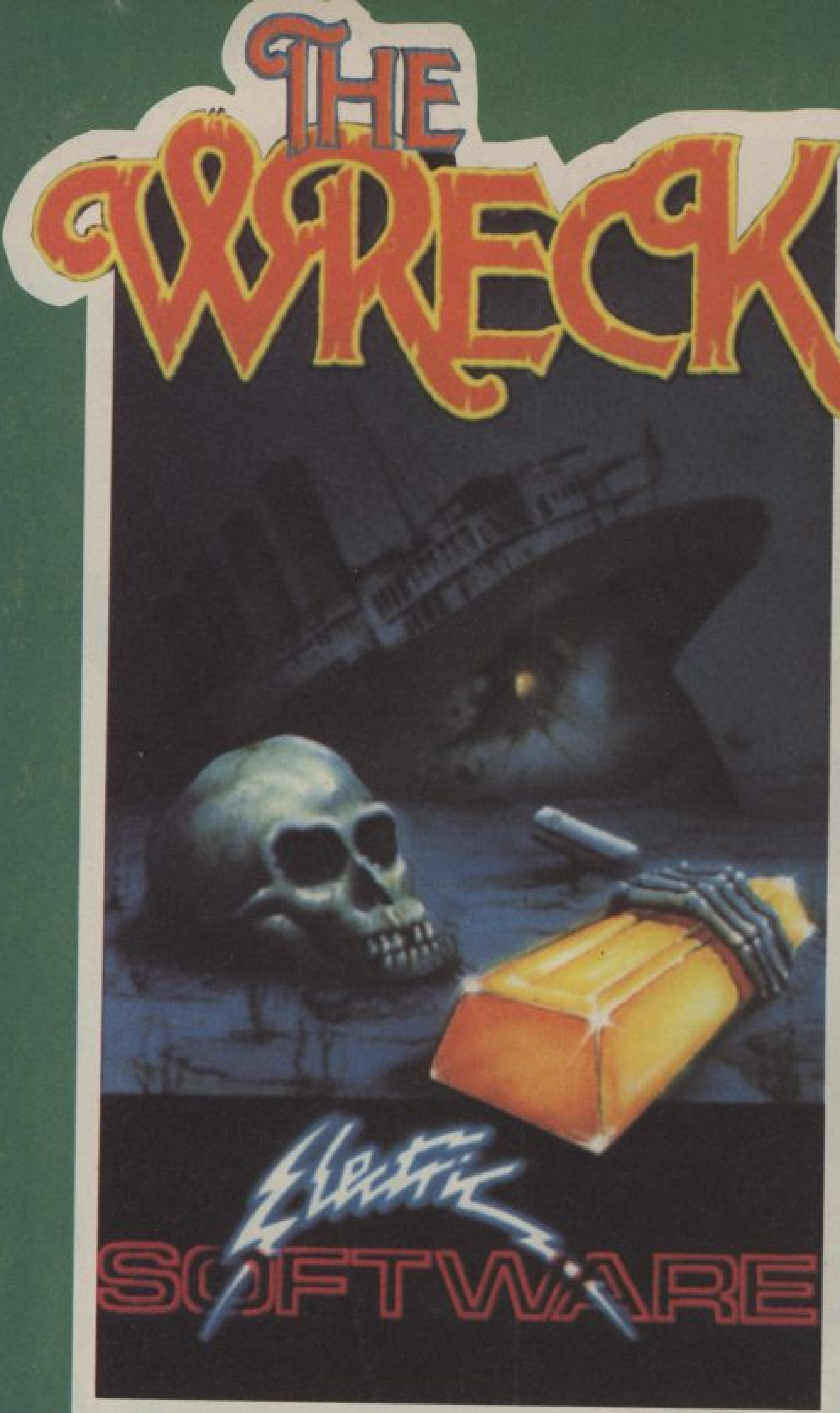
Each one of these meetings or conversations, no matter how short, takes up an hour of your time. So it's important to plan your day carefully because if you hang around too long talking to strangers the person you came to see is quite likely to have left.

Your first aim is to find a dealer who is ready to do business. There are eight dealers in *Minder* who regularly sell to and buy from you. You'll need to be able to identify their faces because there are so many other people who crop up while you are playing.

Minder incorporates a face generator in the game which can create 35,000 different faces, so you are hardly likely to see the same person, apart from the dealers, during the course of a game. This obviously makes it much more difficult, and again prevents the repetitiveness common to most Adventures.



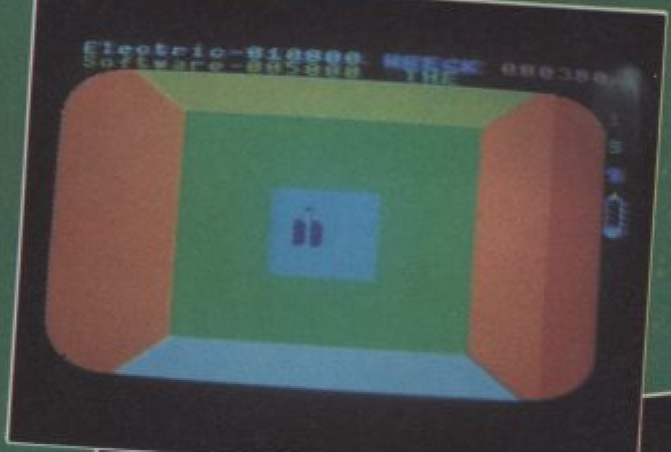
Jet Set Willy II
Captain Slog 17.48pm
"WILLY to bridge, beam me up Spotty"
What is our hero up to now?
Sunning himself on tropical islands, exploring space, cleaning the sewers and partying the whole night long.
Our Willy continues in his search of the mansion having discovered many, many more rooms and hidden recesses.
JET SET WILLY was probably the best selling game of 1984 imitated by many and excelled by none. This is the official follow-up and has well in excess of 100 rooms to explore.
JET SET WILLY WAS JUST THE START THIS COULD BE YOUR END.
FULL SCREEN COMMODORE 64 £8.95
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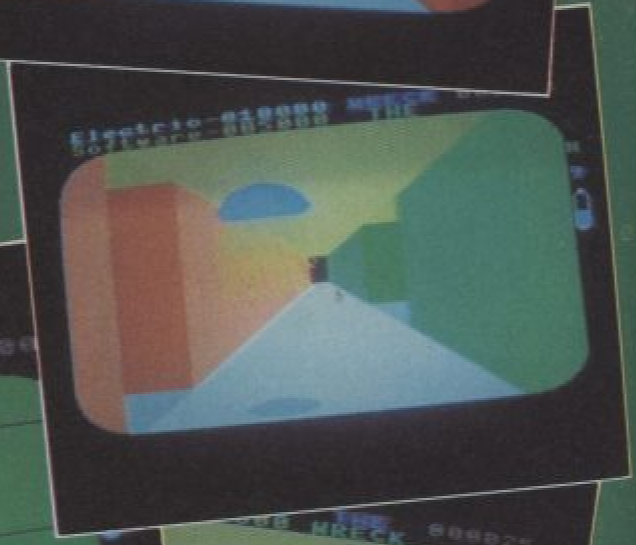


THE WRECK COMPETITION

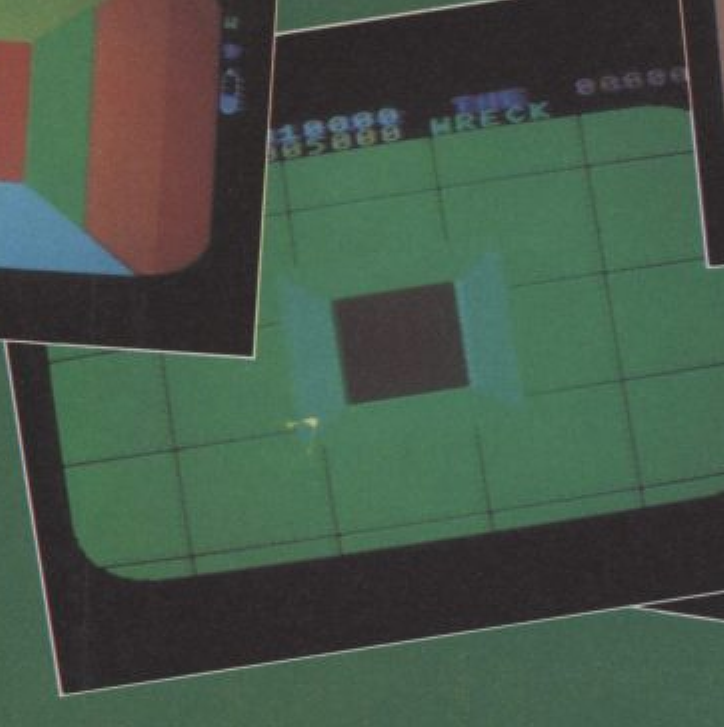
If you want to get your hands on some of the buried treasure which the *C&VG* salvage team have brought up from the murky depths then keep reading! *Electric Software* — the company behind the first arcade adventure for the MSX machines — are offering a JVC MSX micro as a prize to a *Computer & Video Games* reader who can solve our Wreck competition.

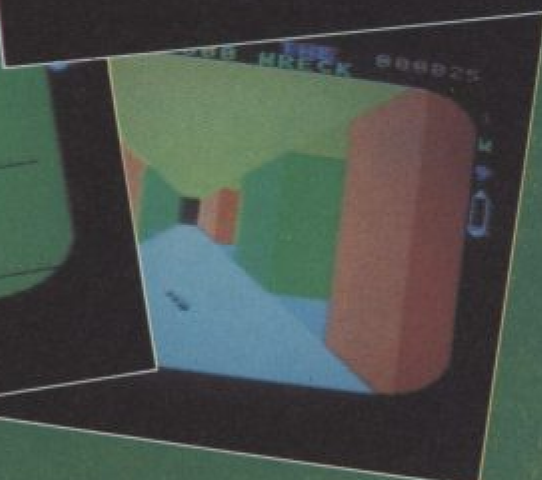
And 100 runners-up will get a copy of *The Wreck* arcade-adventure as a consolation prize. Interested? Then slip into your underwater gear and answer the seafaring questions we've set you. Fill in the coupon and mail it to *Computer & Video Games*, Wreck Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is June 16th and normal *C&VG* competition rules apply. The editor's decision is final.

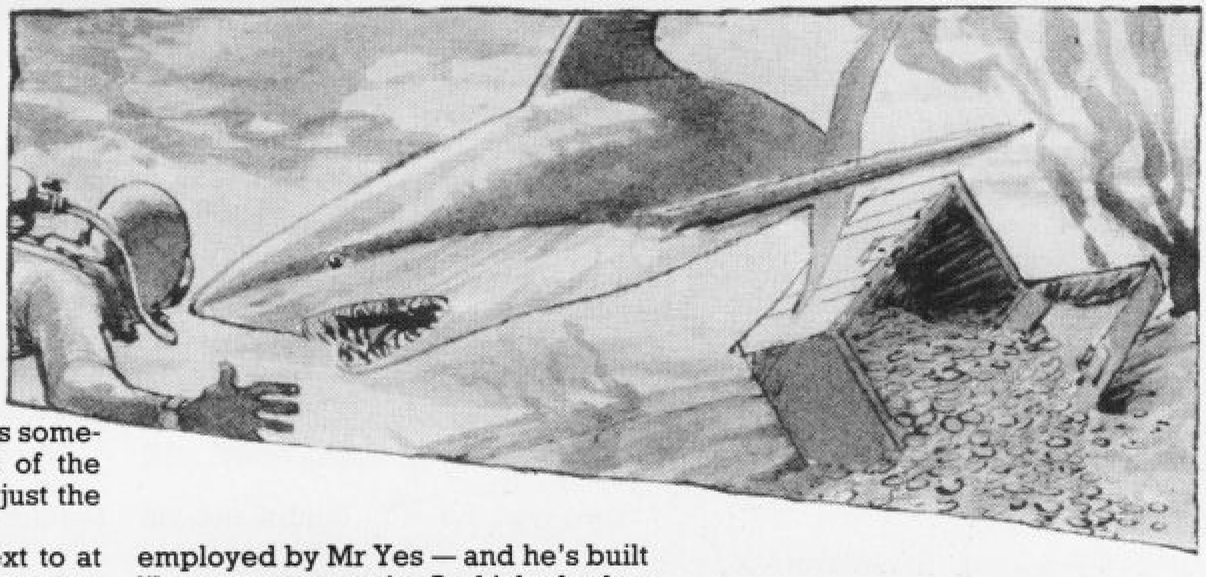












I entered the waterfront bar with just enough money left to buy a miserable couple of drinks. Tomorrow I'd have to sell the boat and the rest of my salvage gear just to pay of my debts — and I can't even afford to drown my sorrows properly!

If only I'd had another week to explore that wreck I found out on the reef. There's something fishy about the wreck of the **Beaulieu Anne** — and it ain't just the cargo of cod it was carrying!

The old man I sat down next to at the bar looked in the same sorry state as me. Just to be friendly I ordered him a drink.

As the barman poured the drinks, the old man started to talk. I really wasn't listening until I heard him mention a narrow escape from a foreign treasure ship when it went down out on the reef.

The ship was carrying gold and naturally greed ran riot among the crew when they found out. The crew started a mutiny and began chasing the Captain for the combination of the ship's three safes. The gold was locked in one of them.

The old man said he had told the skipper to hide — but the Captain, who wasn't at all shipshape in the region of the brain, rushed about his tub writing things on the walls!

When the crew found him, he was calmly mopping his brow with a handkerchief. The ringleaders tortured the skipper — but he revealed nothing.

At the first chance he got, the old man helped the Captain into one of the lifeboats and they both escaped into the night. Suddenly there was a massive explosion — the ship was doomed! The captain, still holding on grimly to his pocket handkerchief, smiled as the ship sank beneath the waves.

Three days later the old man and the Captain were still drifting about. The skipper was in bad shape — but before he went he pressed the blood-stained handerchief into the old man's hand and whispered:

"You can't read or write so the secret's safe with you. Keep the cloth — it might make you rich one day..." Those were his last words.

"What happened to the bullion?" I asked. "It's still on the *Bully Anne*. I told you — she went down with all the gold on board!

"Now I'm in trouble with Mr Yes. He wants the handkerchief and says he'll kill me to get it. I don't know why — it's only covered in letters."

I was just ordering us both more drinks when there was a commotion at the door and Big Barclay crashed in.

Barclay is an American heavy employed by Mr Yes — and he's built like an express train. And it looked as if his first stop was at the bar!

"Mr Yes wants to see you — NOW!" he growled, grabbing the old guy by the collar. He was about to haul the old man away when something clicked in my mind. *Bully Anne — Beaulieu Anne*!

I never did like Barclay much. The only casualty of the ensuing rumble was the bottle I broke over his head. It was an expensive weapon — but who cares. Me and the old guy are partners now....

THE GAME

***The Wreck* is the latest arcade Adventure from Electric Software, the people who take care of all you MSX owners out there! The game takes place in a sunken ship that is located on the edge of an undersea ridge — and is in danger of slipping off!**

You have to go for gold through the side of the wrecked ship and tackle the maze-like decks until you find what you're looking for — the clues left by the Captain and the safe where the gold is hidden.

There are three safes on board the wreck — so you must pick the right one. And, of course, you only have a limited amount of air to use.

Each deck is literally a maze! Map making is essential — and to help you log all your movements Electric are giving away a special write 'n' wipe diver's-style pad with every copy of the game. So you can use it over and over again.

You are armed with a harpoon — and you'll need it to defend yourself against the awesome Guardians of the wreck — horrible blue creatures with tentacles.

Each safe has to be opened using a special combination — which you should get by discovering various clues on each deck — but beware the Captain has left a few surprises behind him to protect the bullion.

The graphics are striking and the sounds are pretty neat too. You "hear" yourself breathing as you move through the wreck. If danger is near then your breathing rate increases.

The screen displays shows the view through your face mask — with score details and oxygen level indicators etc.

You also get a 15 page illustrated booklet with the game, the wipe clean diver's chart, a special pencil and the Captain's handkerchief — covered in — clues! Great value for MSX owners with £14.95 to spare — even better value if you win one in our competition.

THE QUESTIONS

1. Which wreck caused massive oil pollution in the English Channel and was bombed by jet fighters?

2. Which wreck had a royal visitor, Prince Charles, who dived down to see the ship before it was recently raised?

3. Which passenger liner hit an iceberg and sank on its maiden voyage?

TIE-BREAKER: Which famous French undersea explorer and TV personality designed the modern aqualung?

***C&VG*/ELECTRIC SOFTWARE WRECK COMPETITION**

My answers are:

1..

2..

3..

Tie-breaker:..................................

Name..

Address.....................................

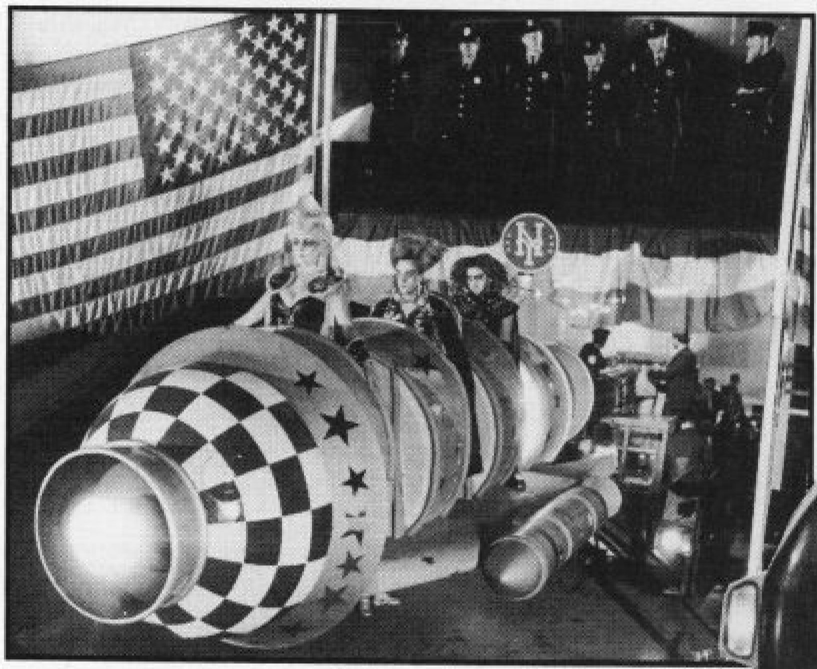
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SPACE ODDITIES

They came not to inform or instruct — but just to do a bit of shopping! The *Morons from Outer Space* should be invading your local cinema very soon. *C&VG* thought you might like prior warning of their arrival — so here it is!

If you thought caravan holidays were boring — wait until you've seen *Morons from Outer Space*, the brainchild of Mel Smith and Griff Rhys Jones.



Morons from Outer Space.

The Morons — a bunch of the most ordinary aliens you've ever seen — are taking a holiday cruise around the universe in a worn out hired space ship. They take a wrong turn somewhere out on the Milky Way and realise that they're lost in space. And there's not a Little Chef anywhere in sight! The usual family argument develops — we've all seen it before haven't we!

While everyone is arguing about what to do next, one of their number called Bernard, played by Mel Smith, goes outside for a game of spaceball.

Inside, Desmond irritably bashes the control panel and inadvertently launches the little podule inhabited by the rest of the group and sends it on a crash course for earth. Bernard is left floating helplessly above the mother-ship.

Desmond, his wife Sandra and the fourth Moron, called Julian, manage to crash land the podule on the M1-motorway just outside London. They get the usual B-movie welcome, with scientists and the heavily be-weaponed army awaiting — only to discover the aliens are extremely ordinary.

Scientists carry out interviews and tests and come to the conclusion that earth's first visitors from outer space are completely stupid and moronic.

The same could be said about Graham Sweetley, the junior TV reporter, played by Griff Rhys Jones, who helps them escape from the government establishment where they are being kept prisoner. Graham becomes the Morons' manager as they become international celebrities and pop superstars.

Eventually the trio are signed up to stage a big pop concert at Shea Stadium in New York — which is where the fourth alien, Bernard, comes back in.

While the other Morons have been having a great time, poor old Bernard, rescued from space by a passing ship and then thrown out in California, has not been enjoying himself at all.

Because he hasn't got pointed ears or three heads no-one on earth believes him when he tells them he's an alien. Well, would you?

After escaping from a mental institute, Bernard eventually makes his way to New York and — you guessed it — Shea Stadium where his fellow aliens are about to stage their big show . . .

And that's where we have to leave the Morons for now — catch them when they land in your High Street — if you can spot them that is!

From the ridiculous to the sublime with the long awaited sequel to Arthur C. Clarke's sci-fi epic *2001.*

Back in 1968, *2001: A Space Odyssey* was the most ambitious and sophisticated sci-fi film ever made. It looked very pretty and left everyone baffled with a wierd ending.



In 2001, scientists discovered that a strange "spaceprobe" in the shape of a mysterious jet black Monolith was having a profound affect on the evolution of mankind. A Monolith found on the moon sparked off an ill fated flight to Jupiter and the ultimate creation of the Star-Child.

2010 picks up the story with an international team of space experts taking off to Jupiter once more to attempt to find out just what happened to the crew of the *Discovery* and the supercomputer on board called Hal 9000.

They find *Discovery* — and the mysterious Monolith that swallowed the last remaining crewman from that Marie Celeste of the stars.

What happens next is as mind-blowing as the original and features some amazing special effects created by Richard Edlund, the man who did the business on such films as *Star Wars* and *Close Encounters.* Don't miss it!

Finally, a film with a game attached. Ocean have already got the rights to produce a game based on *The Neverending Story,* a new fantasy film in the *Dark Crystal* mould.

It's all about a boy called Bastian who discovers a book called *The Neverending Story* in a bookshop. As he reads it, he finds himself being drawn into the land described in the book — a land called Fantasia, inhabited by many weird and wonderful creatures including Teeny Weeny and his racing snail and Falcor the Luckdragon.

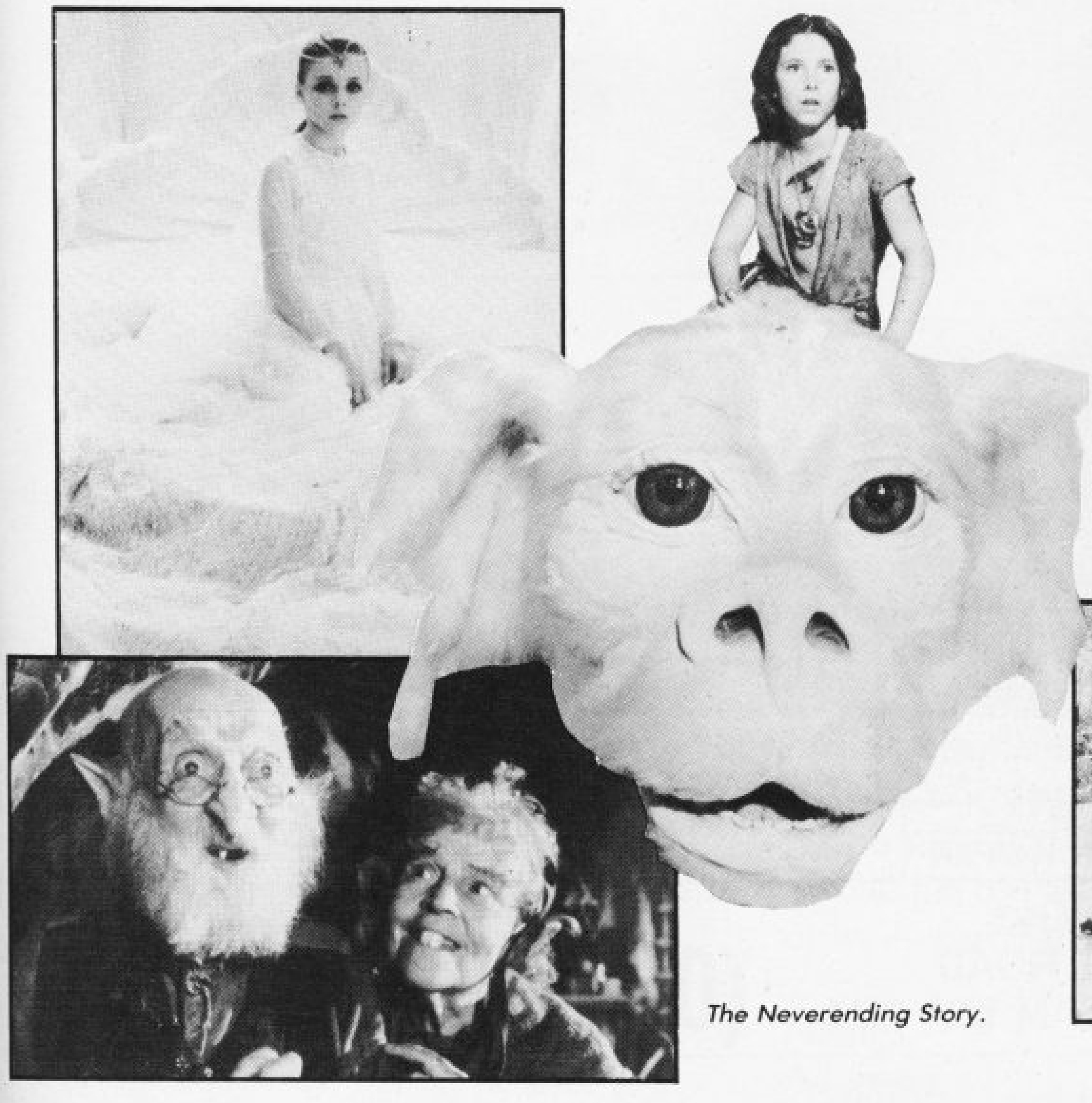


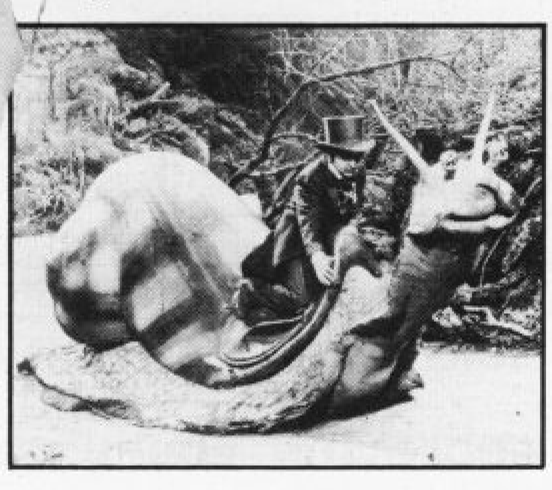
2010: The year we made contact.

Fantasia is being threatened by a destructive force known only as The Nothing — and of course Bastian has to come to the rescue!

The film, made in Germany at a cost of $27 million, features some stunning models with more than a passing resemblance to those you've probably seen in *Dark Crystal.*

All three films should be heading your way very soon — but meanwhile lots of sequels are on the way too. There's *Terminator II* with the very busy muscle-man Arnold Schwarzenegger who is also working on *Conan III.* The Robert E. Howard heroine, Red Sonja, featured in several Conan stories, will also be getting her very own movie. Then there's *Alien II* in preparation . . . Fantasy fans are going to be spending a lot of time in the dark this year!





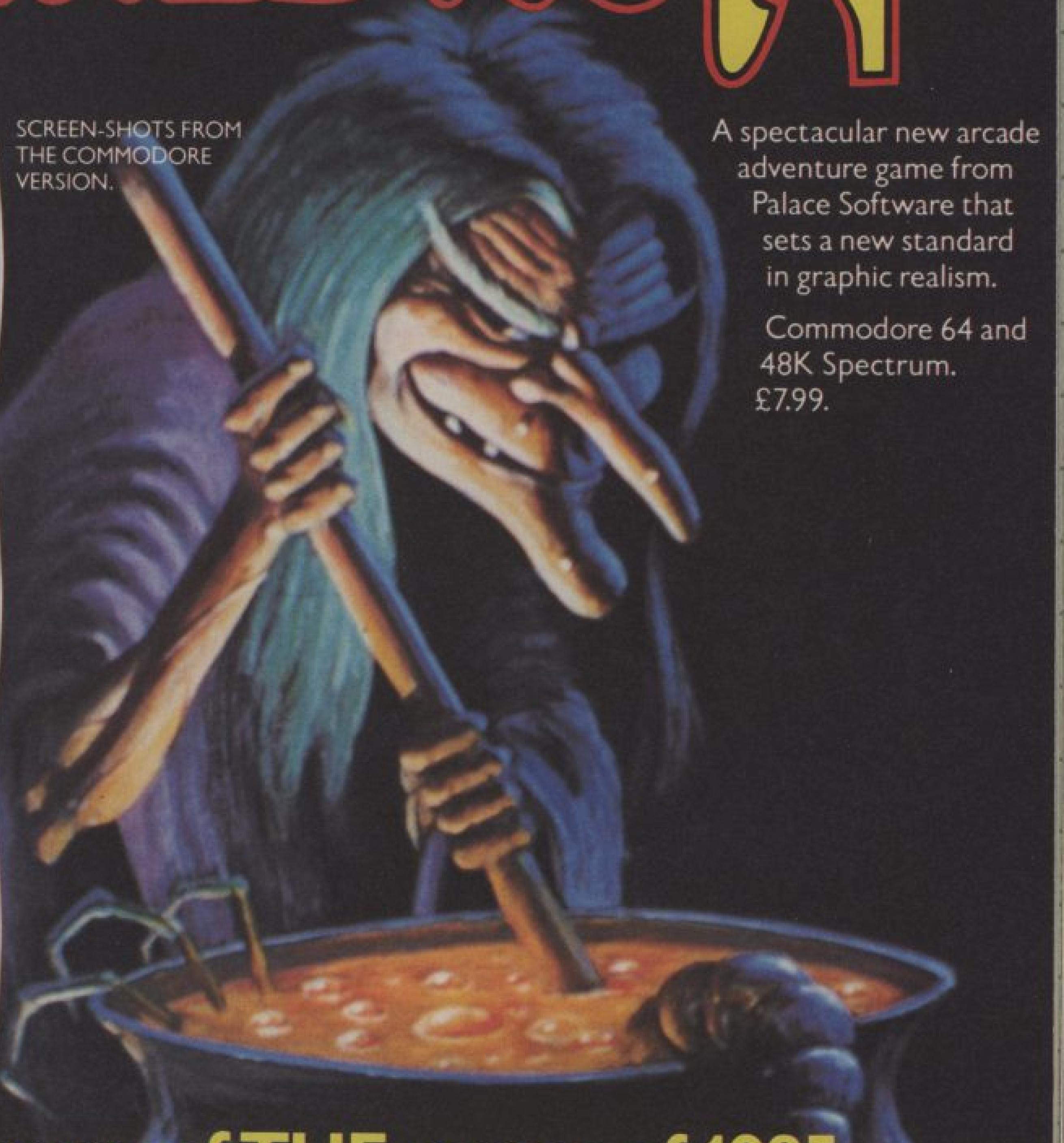
The Neverending Story.

PALACE SOFTWARE PROUDLY PRESENTS

CAULDRON



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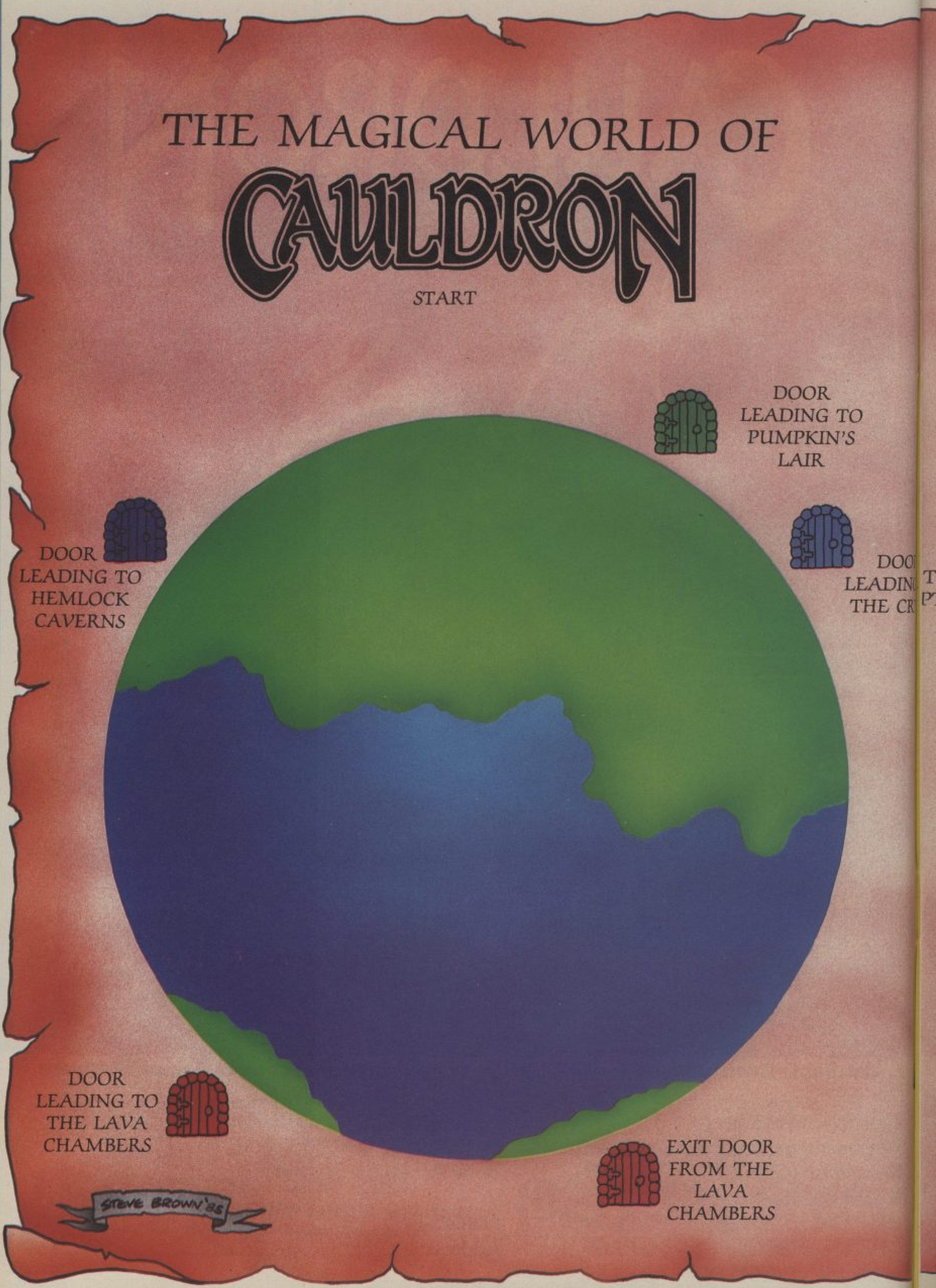
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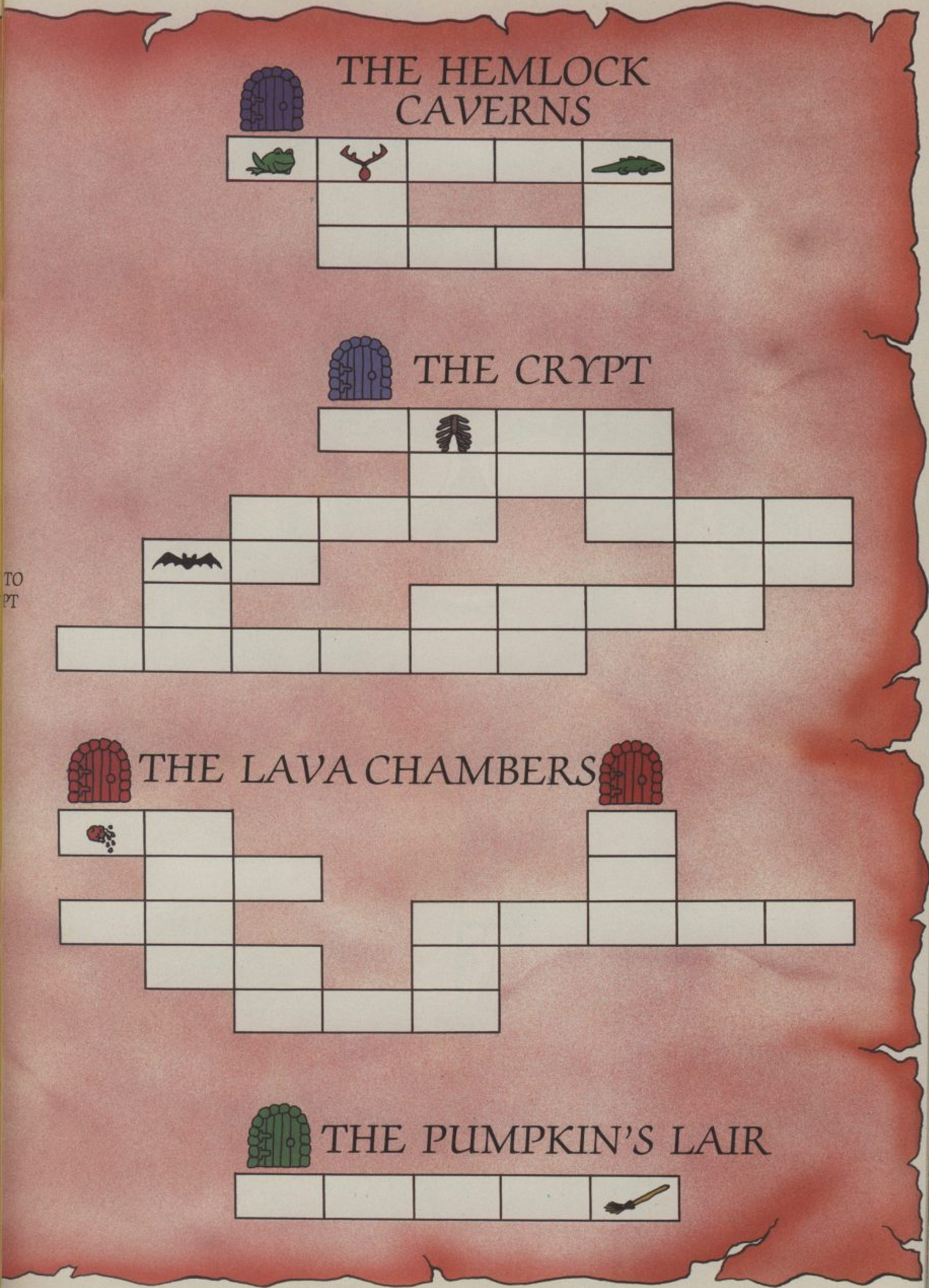
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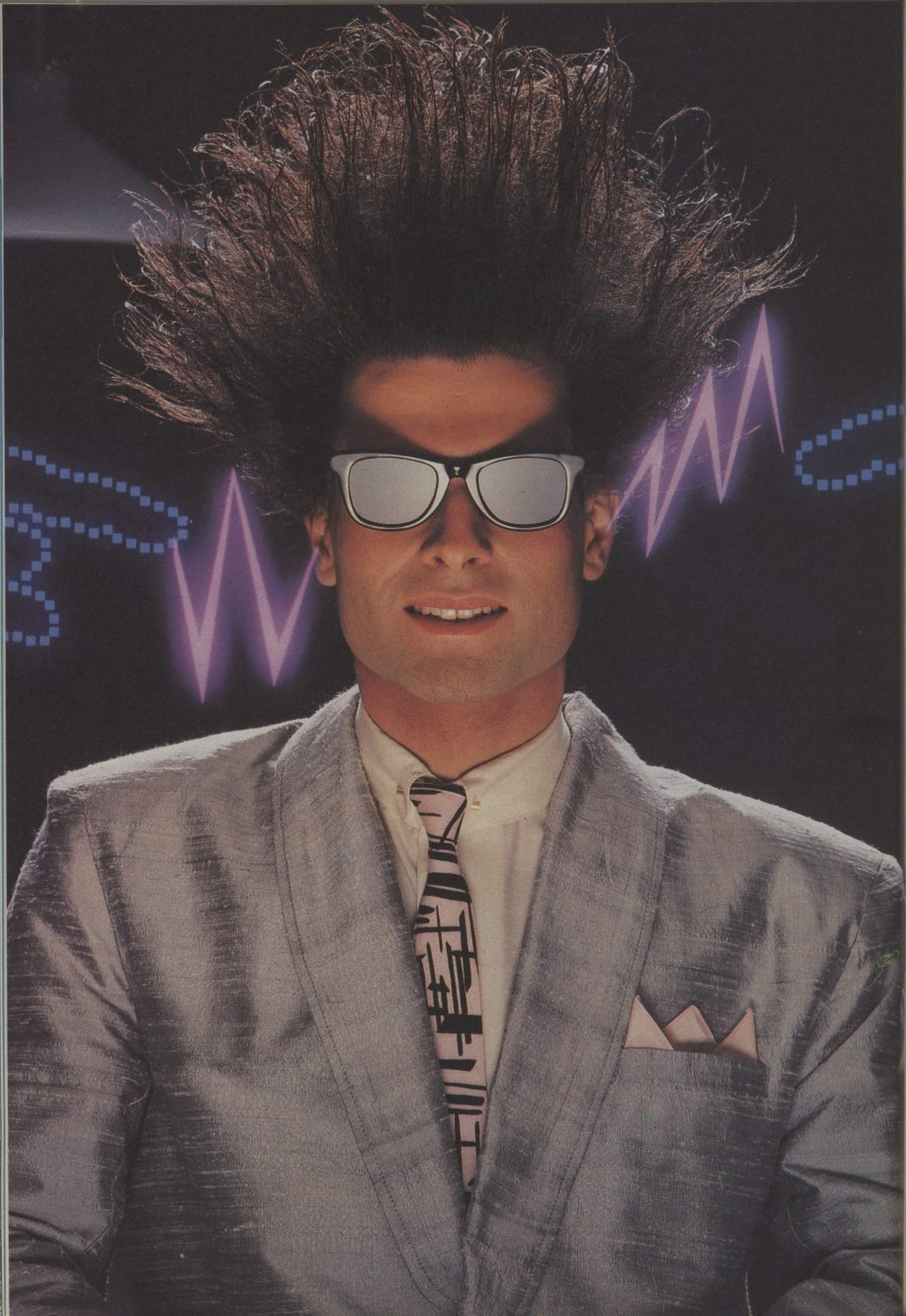
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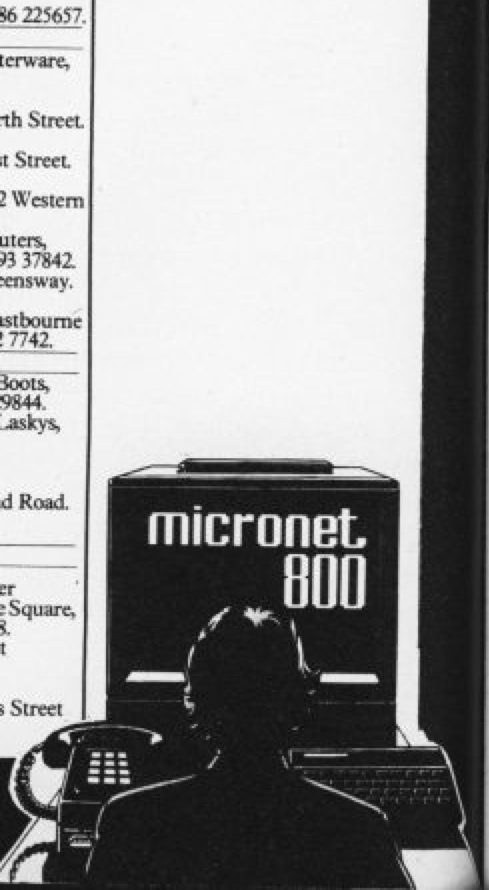
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This second group have a point, even if they are only making it because they know their machines are not the strongest around. For the average buyer strength should not be everything. There are a lot of other factors to be considered — although I have never been that keen on Julie Andrews myself.

All this may be true, but you cannot get away from the fact that in the world of chess computers there is nothing more intriguing than pitting one machine against another and sitting back to watch the result. So it is not suprising that there have been many official and unofficial computer championships held over the last 15 years.

The latest of the official tournaments is the Fourth World Microcomputer Chess Championship held at the Stakis Ingram Hotel, Glasgow in the autumn of last year. Almost all the big names in micro-chess were there — the only important absentees were the Novag machines from Hong Kong which would certainly have been in with a chance of some of the top prizes. The manufacturers gave no less than seven reasons for not entering which makes you wonder how anybody else could have decided to turn up! To be fair, Novag have been very active in entering their machines for human tournaments. This may well provide a sterner test of strength as well as better publicity.

The final line-up in Glasgow featured 19 entries from half a dozen countries. No fewer than six entries came from the redoubtable Americans Dan and Kathe Spracklen, who had their Sargon III program running on three different computers, while Ulf Rathsman of Sweden provided three assorted competitors. Others confined themselves to one effort which, when you think of the work involved in giving birth to a halfway decent chess program, is no surprise.

Any event of this magnitude needs financial backing. In this case the major sponsors were Computer Games Limited and Langs Supreme Whisky with help from Stakis Hotels, the Turing Institute and Strathclyde University. The Championship formed part of the centenary celebrations of the Scottish Chess Association which organises play for mere humans north of the border. They held other commemorative events throughout the year including a tournament won by the Soviet grand master Lev Psakhis and a four player contest on the summit of Ben Nevis.

Meanwhile, back at the hotel, the early leader was Richard Lang's Psion program running on a Sage II. In round one, it defeated the Spracklens' Private Line with some incisive play in a level looking position. In round two, it dethroned L'Empereur with some cool retreating and accurate tactics after a dodgy opening.

The tournament was played under the Swiss system where competitors with the same score are paired in each round. This ensures that most of the top players will get to play each other and often produces a clear winner from a large field in only a few rounds. So in round three, Psion was faced with Ulf Rathsman's Princhess X which had also won its first two games. The result was the best game of the week.

White: Psion
Black: Princhess X
English Opening

1 c2-c4 e7-e5 2 Nbl-c3 Ng8-f6 3 Ngl-f3 Nb8-c6 4 e2-e3 d7-d6 5 d2-d4 Bc8-f5 6 Bfl-e2 Qd8-d7 7 0-0 Bf8-e7 8 d4xe5 d6xe5 9 Qdlxd7+ Bf5xd7 10 Nc3-d5 Be7-d8 11 b2-b3 0-0 12 Bcl-b2

White has a nice bind on the position and the knight on d5 is his star piece. Black must strive to get shot of it without making too many concessions elsewhere:

12... Bd7-g4 13 h2-h3 Bg4-e6 14 Nf3xe5 Nc6xe5 15 Bb2xe5 Nf6xd5 16 c4xd5 Be6xd5 17 Ral-cl c7-c6 18 Be2-d3 Bd8-g5

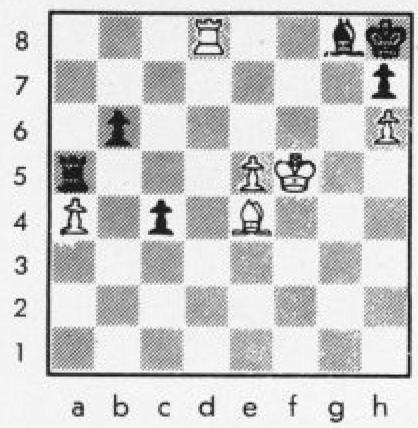
The knight has gone, but White now has the better posted bishops and a mobile king's side pawn majority to work with.

19 f2-f4 Bg5-d8 20 g2-g4 Bd8-b6 21 Kgl-f2 Rf8-e8 22 g4-g5 Bb6xe3+ 23 Kf2xe3 f7-f6 24 g5xf6 g7xf6 25 Rfl-gl+ Kg8-h8 26 Rgl-g5 Re8xe5+ 27 Rg5xe5 f6xe5 28 f4xe5

Black has recovered his material after some tactical adventures but White's passed king's pawn and active king give him a big advantage.

28... Ra8-g8 29 Bd3-f5 a7-a5 30 h3-h4 Rg8-g3+ 31 Ke3-f4 Rg3-f3+ 32 Kf4-g5 a5-a4 33 b3xa4 Bd5xa2 34 h4-h5 Rf3-g3+ 35 Kg5-f6 Rg3-g8 36 h7-h6 Rg8-f8+ 37 Kf6-g5 Rf8-g8+ 38 Kg5-f4 Rg8-a8 39 Bf5-c2 c6-C5 40 Bc2-e4 Ra8-a5 41 Kf4-f5 b7-b6 42 Rcl-dl Ba2-g8 43 Rdl-d8 c5-c4

Black keeps the white bishop off



the vital a2-g8 diagonal for the moment, but it soon threatens to come to c4 and so wins the rook in exchange for itself.

44 Be4-c6 c4-c3 45 Bc6-b5 Ra5xb5 46 a4xb5 c3-c2 47 Rd8-c8 c2-cl=Q 48 Rc8xcl Bg8-f7 49 Rcl-c7 Bf7-e8 50 Rc7-c8 Kh8-g8

Now most computers (and most humans) would take off the bishop and allow Black to struggle on a little longer. Instead, Psion sees that by doing nothing for a couple of moves he can force Black to walk straight into checkmate.

51 Kf5-f6 Kg8-f8 52 e5-e6 Kf8-g8 53 Rc8xe8 mate.

Exhausted by this notable effort, Psion stumbled in round four and lost to the Elite X, another Spracklen production, which itself went into a clear lead with 3½ points.

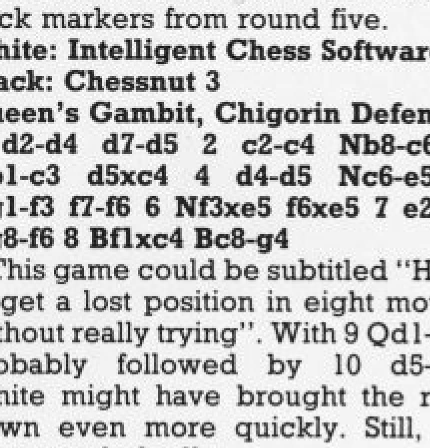
At the other end of the tournament, the play was a lot less refined but there was still a lot of fun to be had. Take a look at this clash between two back markers from round five.

White: Intelligent Chess Software
Black: Chessnut 3
Queen's Gambit, Chigorin Defence

1 d2-d4 d7-d5 2 c2-c4 Nb8-c6 3 Nbl-c3 d5xc4 4 d4-d5 Nc6-e5 5 Ngl-f3 f7-f6 6 Nf3xe5 f6xe5 7 e2-e4 Ng8-f6 8 Bflxc4 Bc8-g4

This game could be subtitled "How to get a lost position in eight moves without really trying". With 9 Qd1-b3, probably followed by 10 d5-d6, White might have brought the roof down even more quickly. Still, he does not do badly.

9 f2-f3 Bg4-h5 10 Qdl-b3 b7-b6 11 Qb3-a4+ Qd8-d7 12 Bc4-b5 0-0-0



White could just take the queen now, but why not threaten

checkmate and force the lady to give herself up voluntarily instead?

13 Qa4-xa7 Qd7xb5 14 Nc3xb5 Nf6xd5 15 Qa7-a8+ Kc8-d7 16 Qa8xd5+ Kd7-c8 17 Qd5-c6 Rd8-d1+ 18 Ke1xd1 Kc8-d8 19 Nb5xc7 Bh5-f7 20 Kd1-c2 Kd8-c8 21 Nc7-a6+ Kc8-d8 22 Rh1-d1+ Bf7-d5 23 Rd1xd5 mate.

Black gave up every piece that he got into play to stop checkmate. He failed. Things could have been worse however — in the next round Chessnut got itself mated in 16 moves.

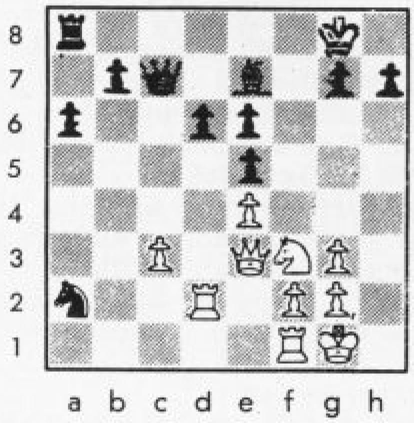
At the more accomplished end of the table, the start of round six saw Elite X, Psion and the German entry, Mephisto A, tying for the lead with four points apiece. Elite X found Princess X a tougher opponent than had Psion.

White: Princess X
Black: Elite X
Sicilian Defence, Morra Gambit Declined

1 e2-e4 c7-c5 2 d2-d4 c5xd4 3 c2-c3 d4-d3 4 Bf1xd3 Nb8-c6 5 Ng1-f3 Ng8-f6 6 Bc1-f4 d7-d6 7 0-0 e7-e5 8 Bf4-g3 Bf8-e7 9 Nb1-a3 Nf6-h5 10 Qd1-e2 Nh5xg3 11 h2xg3 0-0 12 Ra1-d1 Bc8-e6 13 b2-b4 a7-a6 14 Bd3-c4 Qd8-d7 15 Bc4xe6 f7xe6 16 Na3-c4 Qd7-c7 17 Qe2-e3

White is pressing hard, particularly against the weak b6 square. Black now tries to break free by complicating matters but he comes off a very definite second-best.

17... Nc6xb4 18 Nc4-b6 Nb4xa2 19 Nb6xa8 Rf8xa8 20 Rd1-d2



Black has a bishop and two pawns for his rook but, unfortunately for him, his knight is trapped and 20... Na2xc3 would be met by 21 Rf1-c1 and 22 Rd2-c2 sending the horse to the knacker's yard.

20... Qc7-c4 Rf1-a1 Na2xc3 22 Rd2-c2 Qc4xe4 23 Qe3xc3 Qe4-d5 24 Qc3-b4 b7-b5 25 Ra1-c1 a7-a5

Black is now a whole rook down, although he has four pawns as compensation. As it turns out, the pawns are soon stopped in their tracks as White gets his rooks working together and goes for the jugular.

26 Qb4-g4 Ra8-f8 27 Rc2-c7 Be7-f6 28 Rc1-c2 Qd5-b3 29 Nf3-d2 Qb3-d5 30 Nd2-e4 g7-g6 31 Rc7-d7 Bf6-h8 32 Rc2-c7 Bh8-f6 33 Rd7xh7 Qd5-d1+ 34 Qg4xd1 Bf6-e7

There is something rather endearing about the way in which a computer will suffer any indignity rather than resign.

35 Rc7xe7 Rf8-f5 36 Re7-g7+ Kg8-f8 37 Qd1xd6+ Kf8-e8 38 Qd6-e7 mate.

So going into the last round the leader board looked like this. Sharing the lead on 4½ were Princess X, Psion and Mephisto A followed half a point behind by Conchess X and Elite X. Thanks to the Swiss system, the leaders were paired together guaranteeing a tense finish.

As events developed, the last round began to bear a strange resemblance to the closing stages of a human tournament where the leaders take quick draws to ensure some share of the prize money rather than go for a glorious win and risk ending up with nothing. First Princess X v Mephisto A then Psion v Conchess X were agreed drawn, so attention turned to Elite X v Mephisto B.

White: Elite X
Black: Mephisto B
French Defence, Advance Variation

1 e2-e4 e7-e6 2 d2-d4 d7-d5 3 e4-e5 c7-c5 4 d4xc5 Nb8-c6 5 Ng1-f3 Bf8xc5 6 Bf1-d3 f7-f5 7 0-0 Ng8-e7 8 a2-a3 0-0 9 b2-b4 Bc5-b6 10 Bc1-b2 Ne7-g6 11 b4-b5 Nc6-e7 12 Qd1-d2 Qd8-c7 13 Rf1-c1 a7-a6 14 c2-c4 d5-d4 15 c4-c5 Bb6-a5 16 Qd2-e2 Ng6-f4 17 Qe2-c2 Ba5-c3 18 Nb1xc3 d4xc3 19 Qc2xc3 Ne7-d5 20 Qc3-b3 Nf4xd3 21 Qb3xd3 Rf8-d8

In return for the sacrificed pawn, Black has a strong knight and a lot of active play. White's queen's side pawns look over extended.

22 a3-a4 Nd5-f4 23 Qd3-c2 Rd8-d5 24 Bb2-d4 Bc8-d7 25 c5-c6 b7xc6 26 b5xc6 Qc7xc6 27 Qc2xc6 Bd7xc6 28 Rc1xc6 Nf4-e2+29 Kg1-h1 Ne2xd4 30 Nf3xd4 Rd5xd4 31 Rc6xe6

The smoke has cleared and White is a pawn up in a double rook ending with slight winning chances. His king should have gone to f1 rather than h1 on move 29. In the ending the king must be used actively.

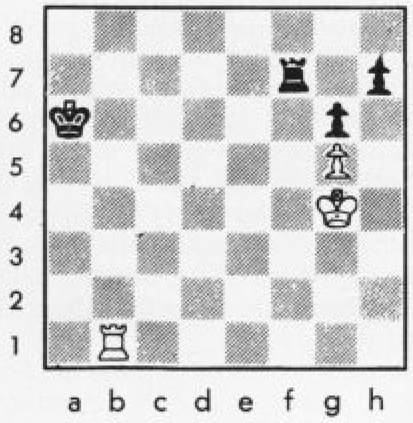
31... Kg8-f7 32 Re6-c6 Rd4-e4 33 Rc6-c7+ Kf7-f8 34 f2-f4 Re4xf4 35 Rc7-c5 Ra8-e8 36 Rc5-c6 Re8xe5 37 Rc6xa6 Re5-e2 38 Ra6-a8+ Kf8-f7 39 Ra8-a7+ Kf7-f6 40 Ra1-b1 Rf4-e4 41 Kh1-g1 Re4-e7 42 Ra7xe7 Kf6xe7 43 Rb1-a1 Ke7-d6

With the material balanced again, Black should have no trouble drawing. His active king can cope with the white a-pawn.

44 a4-a5 Kd6-c7 45 a5-a6 Re2-e8 46 Ra1-b1 Ra8-b8 47 Rb1-e1

A double mistake. Black should not have offered to exchange rooks and White should have accepted once he had. We shall see why a little later.

47... Kc7-d6 48 a6-a7 Rb8-a8 49 Re1-a1 g7-g6 50 h2-h3 Kd6-c7 51 g2-g4 f5xg4 52 h3xg4 Kc7-b7 53 Ra1-b1+ Kb7-c6 54 Rb1-a1 Kc6-b6 55 Ra1-b1+ Kb6xa7 56 Kg1-f2 Ra8-f8+ 57 Kf2-g3 Rf8-f7 58 g4-g5 Rf7-f5 59 Kg3-g4 Ka7-a6 60 Rb1-d1 Rf5-f7 61 Rd1-b1



Black has been a pawn up for some time but with no realistic hope of gaining more than a draw. Now he finds the only way of losing — exchanging rooks. The black king is a spectator for the rest of the game.

61... Rf7-b7 62 Rb1xb7 Ka7xb7 63 Kg4-f4 Kb7-c6 64 Kf4-e5 Kc6-c5 65 Ke5-f6 Kc5-d4 66 Kf6-g7 Kd4-e4 67 Kg7xh7 Ke4-f5 68 Kh7-h6 Kf5-e5 69 Kh6xg6 Ke5-e6 70 Kg6-h7 Ke6-d5 71 g5-g6 Kd5-e6 72 g6-g7 Black resigns

Not a classic game, not even a particularly good one, but typical of the fighting chess found throughout the tournament. It seems that the endgame is still a big weakness with most programs.

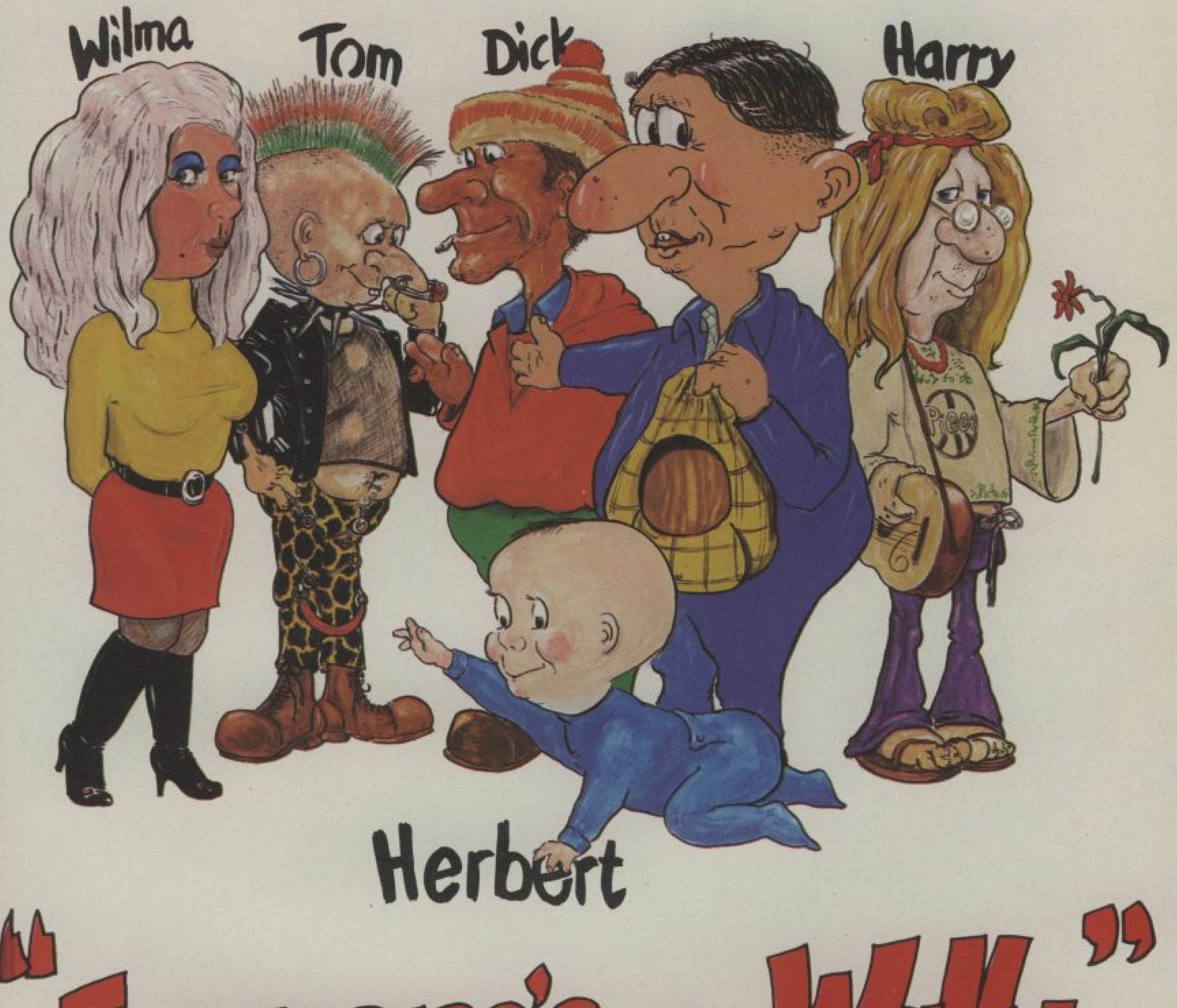
So the final result of the tournament was a four way tie between Elite X, Mephisto A, Princess X and Psion. Each winning programmer received a Caithness Glass Bowl from Professor Monroe Newborn, the President of the International Computer Chess Association. At the time of the tournament the only one of the four winners available in the shops was the Mephisto A. Now there is a version of Psion available for the Sinclair QL and the Princess X is available for the Conchess machines.

There was a special prize for the best amateur program in the event. This was won for Scotland, appropriately in their centenary year, by Geoffrey Bulmer of Dunfermline with our old friend Chessnut 3. It would be churlish of anyone to mention that this was the only entry eligible for the prize.

Full results: 1-4 Elite X, Mephisto A, Princess X, Psion Chess 5; 5-7 Conchess X, Elegance, Elite Y 4½; 8-10 Mephisto C, Private Line, Sargon III (Apple IIe) 4; 11-12 Mephisto B, Sargon III (MacIntosh) 3½; 13-15 Conchess Y, Intelligent Chess Software, Sargon III (Compag) 2½; 16-18 Colossus 2.1, L'Empereur, Orwell 2: 19 Chessnut 3 ½.


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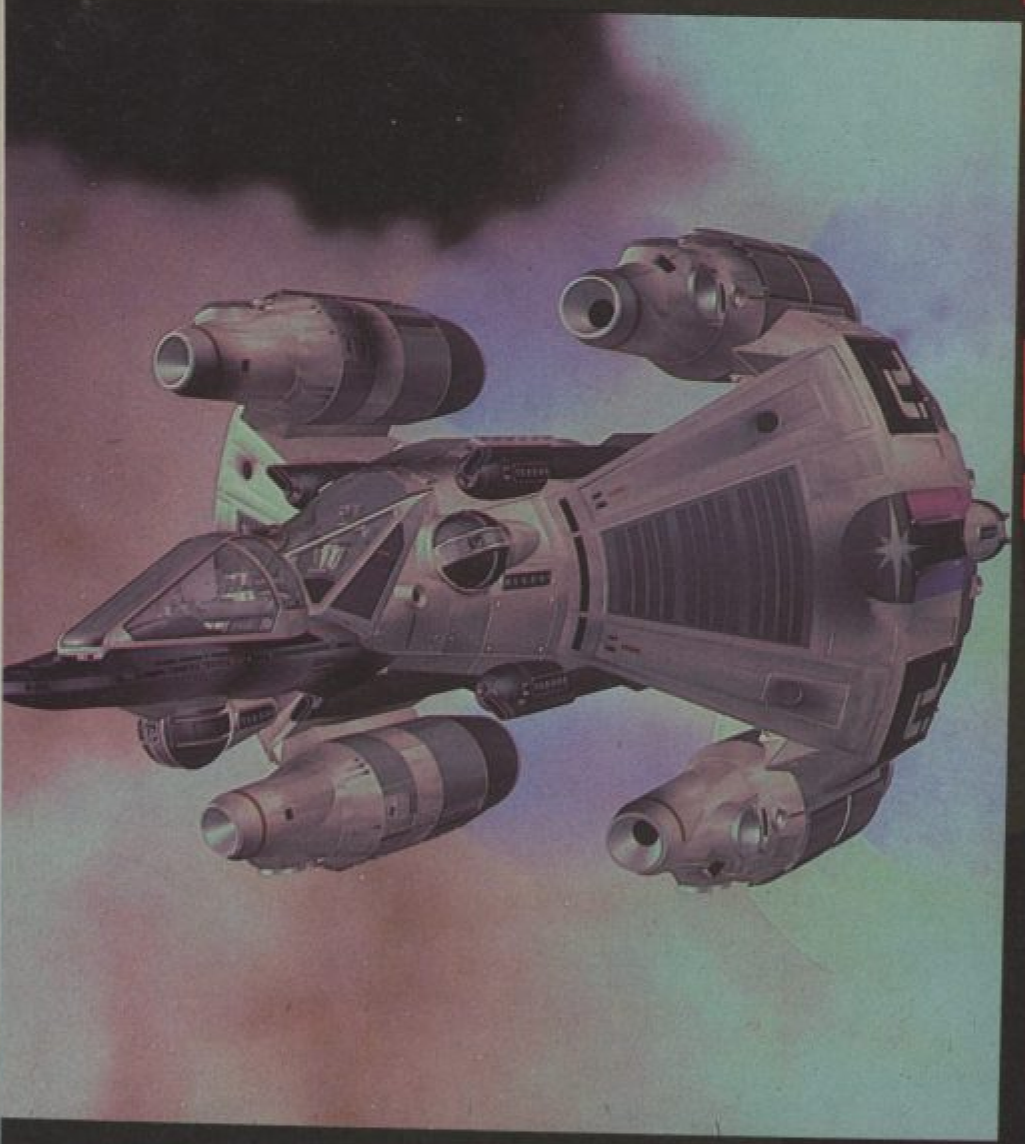
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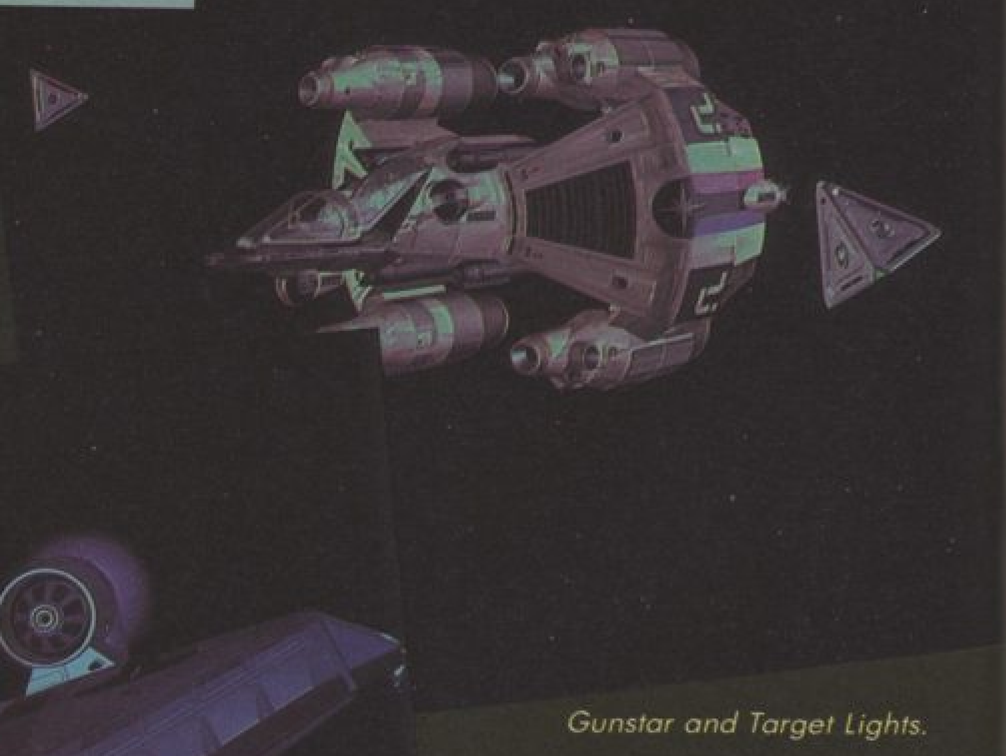
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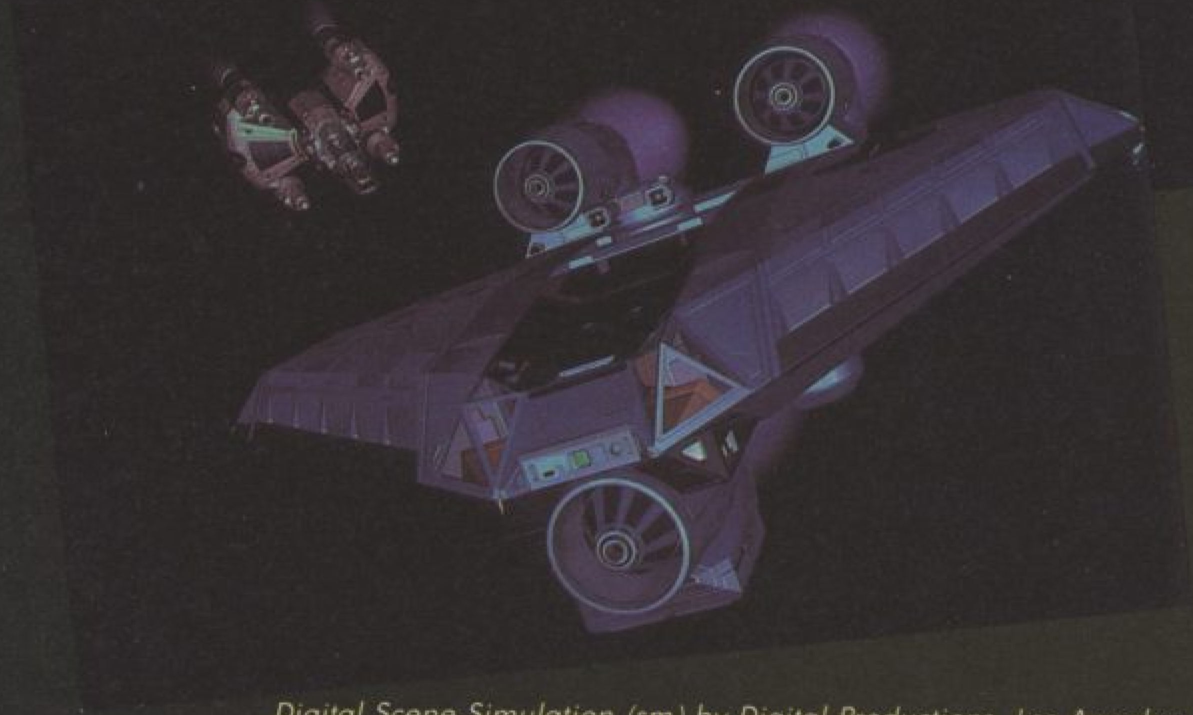
SFX IN SPACE



Gunstar moving through Rylosian Clouds.

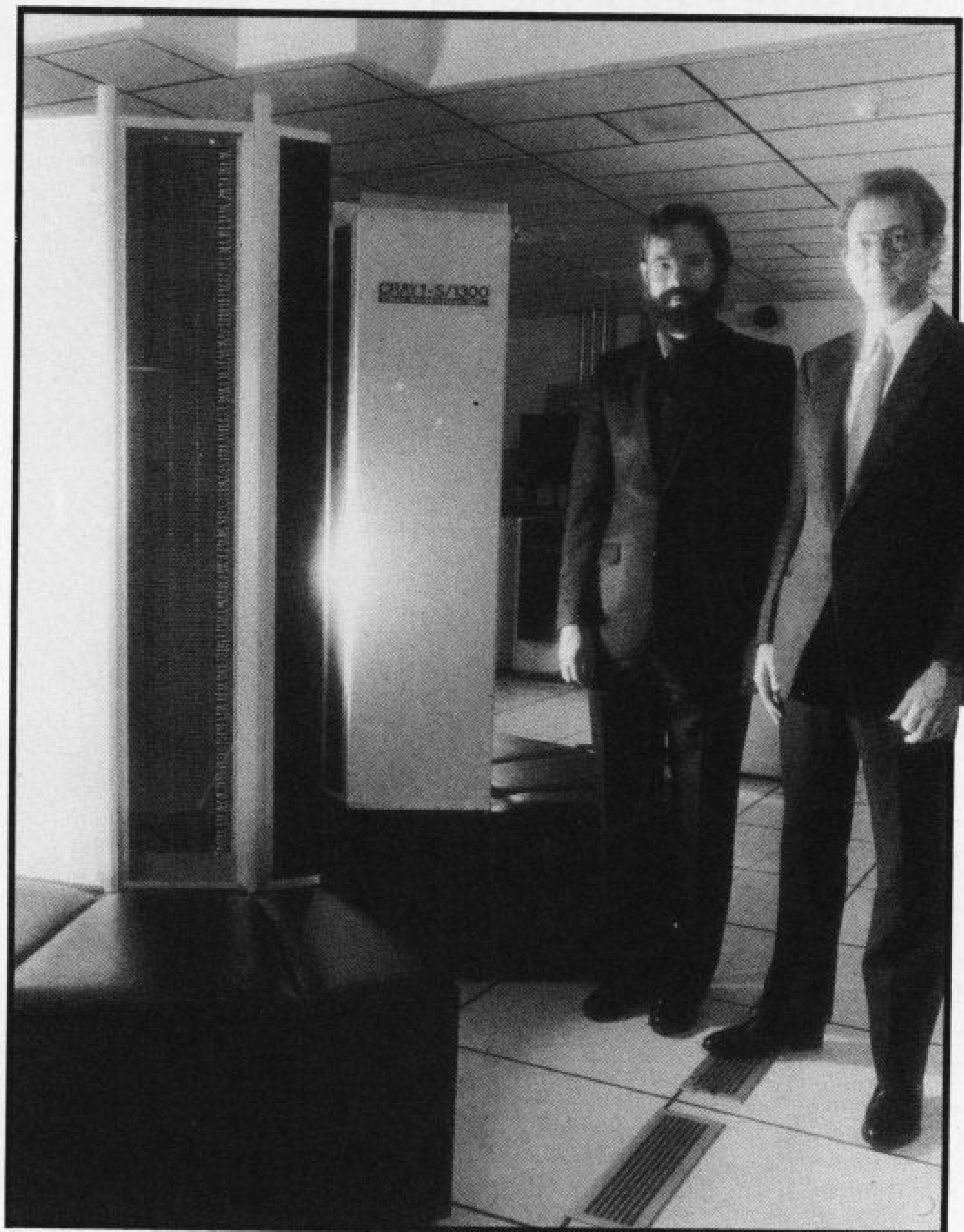


Gunstar chasing Xuian Cargo Ship.



Gunstar and Target Lights.

Our man in America, Marshal M. Rosenthal, has been delving into the magical world of computer animation and visited the company who put the word special into special effects for *TRON* and *The Last Starfighter*



Left, Gary Demos, Sr. VP and Right, John Whitney, Jr. Pres. Co-founders of Digital Prods.

I used to love making my own Super-8 movies as a kid. My friends and I would dress up and run around screaming and shouting, playing spacemen and gladiators from the future. Sometimes we'd try to do special effects, like turning the camera on and off to make people appear and disappear.

Our "show-stopper" was the time we moved a set of playing cards from one place to another, while passing coloured acetates over the lens. Shot at single frame, the cards moved all by themselves, while mysterious lights seemed to dance around them.

We didn't know it then, but our foray into "animation" was a prelude of the future, when not just lights, but entire sets would be created artificially.

Animation effects have been used for almost as long as films have been around. Early movies used models, even puppets, for spaceships and monsters — the serials of the 30s and 40s could never have gotten along without them! Others turned to the cartoon artist/animator to create that which only existed as fantasy.

Animation could be used to bypass a difficult effect — such as the flying sequences of the rarely seen *Superman* serial of the 1930s. Here, animators were called into levitate the Man of Steel because the directors had been told that live action was out of the question. So whenever Superman flew, it was actually an animated figure that went up, up and away.

Years later came *Star Wars* which revived many of the old serial sci-fi techniques of matt paintings, miniatures and models. Jaded fans continue to demand the Moon and so computers have stepped in with new ways for animators to create.

Standing at the peak of this technology is **Digital Productions**, the company that designed the awesome computer-generated effects for *The Last Starfighter.*

For those unfamilier with the movie, we watch boy-meets-girl, boy-meets-alien, boy-gets-girl and saves the Universe. In a *Star Wars*-like scenario, aliens battle each other amidst the stars and space destroyers blast at planets and fighting ships. A pedestrian automobile even turns into an intergalactic vehicle!

What makes *Starfighter* different from those that went before is that these effects were created totally in the computer. The "Starfighter", "planets", and other forms weren't tangible models or miniatures. In a sense, they weren't there at all. Yet the film creates a belief in their reality.

John Whitney Jr. is president of Digital Productions based in Los Angeles, California. His interest in films and computers comes from 20 years of on hand experience. His father was an experimental filmmaker and the first to use a mechanical analog computer to manipulate artwork in the early 1960s.

Whitney Jr. conceived and laid out the construction for a hybrid optical printer which was the forerunner of the film printer Digital uses today. Co-founder Gary Demos used to be a consultant with a large corporation in the US and wrote the firm's software. He also developed the two-dimensional data input used on the Nasa Space Shuttle.

Together, their process, the "Digital Scene Simulation", enables the computer to generate wholly realistic 3D images. Digital Productions can turn out 12 minutes of film a month — scenes as exciting as a star going nova, or as mundane as a beer can.

The heart of all this is the liquid-cooled Cray X-MP computer. Don't expect one of these next birthday — this baby costs about 12 million dollars! Which is why Digital — sensibly — rents it.

Previously only available for government and other military-type applications, the Cray can do about ONE BILLION calculations a second.

A full array of data entry, encoding and movie previewing workstations are also part of the set-up. A Ramtek RM9460 imaging/graphics display system allows technical directors to view rendered images before they are committed to film.

The amount of data that can be displayed is pretty amazing — 12809 by 1024 pixels × 24 bits per pixel, approximately four megabytes per frame. Hardware also includes a 1560×2084 pixel by 10 bit/color film recorder and a high speed custom interface to the Cray.

To most people, *TRON* was a cornucopia of computer-graphic special effects. In fact, there was less

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Woefully the jet pack cannot withstand all of the effects of the coloured blocks and therefore great care has to be taken when jumping from block to block, so as to ensure correct co-ordination of the ENERGY LEVEL (On/Off) with the coloured block being stood on.

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than six minutes used. Whitney and Demos were both consultants for the Disney film which used various computers to generate the different images. It took a lot of time and cost quite a bit as well.

TRON's computer generated effects averaged about seven thousand polygons per frame, each polygon representing a minimum of information in the computer that is used to "build" the surface of the object. There wasn't really any texture — the objects were unnaturally bright and definitely other-worldly.

This was okay since *TRON* didn't have to seem realistic.

Starfighter, on the other hand, had to co-exist in the real world. Digital created over 200 scenes, the average special effect frame having some 350 thousand polygons.

An extra bonus was that Digital's work saved the production company money. In fact, *Starfighter* had twice the amount of simulation as *Star Wars*, yet was accomplished in one-quarter the time and at one-third of the cost.



Software being created for "The Last Starfighter".

HOW IT WORKS

Let's look at just how this amazing system works.

The first thing is to thoroughly understand what effects are called for and to make a detailed analysis of the scenes in which they are to appear.

A drafter encoder (DE) then takes an inventory of all the parts needed for the scene and assembles a detailed blueprint, almost as if he were going to make a model by hand.

This information is then fed into a VAX 11/782 computer by the DE who is working on a digitising surface electronically linked to the computer.

Each line can be monitored on a screen as it is entered and each and every part must be accounted for. This is a painstaking, demanding task that takes weeks, often two to three months.

A technical director then views each object which shows as a three-dimensional wire form. He can then place it against an appropriate background.

The movie's director and production designer will look this over, reviewing the composition, lighting, and overall "look".

Then the Cray goes into action. The technical director decides on an object's colour and what kind of texture it should have. The Cray then grinds out the algorhythms needed to render a scene, requiring from one to 10 thousand calculations per colour — taking as long as 10 hours to execute.

A high-resolution film recorder is then used to print the image onto 35mm Cinemascope colour film. The result is a simulated spaceship of substance, reacting to a normal universe totally contrived by the computer. This film can be later combined with other actions using an optical printer.

Digital hopes to soon complete the development of a printer that will simultaneously merge live action from outside sources with the computer images, eliminating the loss of a generation and additional post-production time.

What about the future? Hopes for digitising a human being remain high. Whitney admits, though, that full scale "people" digitised images are still a few years off. Even *Starfighter* had to make do with silhouettes and shadowy forms in that respect.

But once this becomes possible, he expects it to have an incredible impact on moviemaking, on the whole visual industry.

Imagine James Bond stunts wholly executed by the computer — even long-dead actors resurrected. And all with the "solid" appearance of reality.



Technical Director at work on "The Last Starfighter"



OGGS EGGS

RUNS ON AN ATARI 400-16K

BY ANDREW BLAKE

This maze game for the Atari has you, as the intrepid explorer, dashing around an underground labyrinth, pursued by Oggs (use joystick in port one). To stay alive, you'll have to eat the multitude of nutritional eggs which the Oggs lay, but be wary of their sticky slime which they have a tendency to leave to leave in tunnels.

The eggs are worth:

Blue eggs — 1 point + 1 unit of energy
Red eggs — 10 points + 1 unit of energy
Gold eggs — 100 points + 2 units of energy

If you have to go through the slime, make sure you have at least 100 units of energy. If things get too eggciting, then take a rest in one of the safe tunnels at the sides of the screen which the Oggs are too big to fit into. Finally, if all else fails, the fire button drops Ogg Repelant, but this isn't always very reliable.

```
5 REM **    OGGS  EGGS    **
6 REM **   BY A.M.BLAKE   **
7 REM **      7-9-82      **
8 REM ** NEEDS JOYSTICK **
10 GOSUB 900:SETCOLOR 0,12,6:SETCOLOR 1,8,6:SETCOLOR
2,1,8:SETCOLOR 3,3,6:SETCOLOR 4,0,0:GOSUB 800
19 REM **MAIN LOOP**
20 IF OM=O1 OR OM=O2 THEN 500
22 E=E-ED:NM=OM+PEEK(636)-PEEK(637):A=PEEK(632):IF A=6 OR
A=10 OR A=14 THEN NM=NM-20
25 SOUND 0,0,0,0:SOUND 1,0,0,0:IF A=5 OR A=9 OR A=13 THEN
NM=NM+20
30 GOSUB 600:T=T+1:IF T=TD THEN T=0:GOSUB 400
40 Q=PEEK(NM):IF Q=1 THEN NM=OM:GOTO 66
41 IF Q=MC THEN SOUND 0,200,10,8:GOTO 70
45 IF Q=66 THEN E=E+1:S=S+1:SOUND 0,50,10,8:GOTO 70
50 IF Q=194 THEN E=E+1:S=S+10:SOUND 0,25,10,8:GOTO 70
55 IF Q=130 THEN E=E+2:S=S+100:GOSUB 350:OP=OP+RI:GOTO 70
60 IF Q=RC THEN OP=OP+1:SOUND 0,10,10,8:GOTO 70
62 IF Q=OC THEN 500
65 IF Q=SL THEN 550
66 SOUND 0,200,10,8
70 W=0:IF STRIG(0)=0 THEN GOSUB 80
75 GOSUB 650:POKE OM,W:POKE NM,MC:OM=NM:GOSUB 100:GOTO 20
79 REM **DROP REPELANT**
80 IF OP<=0 THEN RETURN
81 W=RC:OP=OP-1:IF OM=NM THEN 90
82 RETURN
90 Q=PEEK(OM+1):IF Q=0 THEN OM=OM+1:RETURN
91 Q=PEEK(OM-1):IF Q=0 THEN OM=OM-1:RETURN
92 Q=PEEK(OM-20):IF Q=0 THEN OM=OM-20:RETURN
93 Q=PEEK(OM+20):IF Q=0 THEN OM=OM+20:RETURN
94 OP=OP+1:RETURN
99 REM **OGG MOVEMENT**
100 IF OM=O1 OR OM=O2 THEN 500
110 O1=O1+M1:Q=PEEK(O1):IF Q=1 THEN 150
120 IF Q=OC OR (Q=RC AND PEEK(53770)>SP) THEN
O1=O1-M1:M1=-M1:GOTO 200
130 GOSUB 300:POKE O1-M1,EC:POKE O1,OC:IF EC=130 THEN SOUND
0,10,10,8
140 GOTO 200
150 O1=O1-M1:ON RH1*2+(ABS(M1)=20)+1 GOTO 160,170,180,190
160 M1=20-40*(PEEK(53770)>128):GOTO 195
170 M1=1-2*(PEEK(53770)>128):GOTO 195
180 M1=20*SGN(OM-O1):GOTO 195
190
M1=SGN(((OM-SC)/20-INT((OM-SC)/20))-((O1-SC)/20-INT((O1-SC)/2
0))):IF M1=0 THEN 170
195 IF PEEK(O1+M1)=1 THEN M1=-M1
200 IF OM=O1 OR OM=O2 THEN 500
210 O2=O2+M2:Q=PEEK(O2):IF Q=1 THEN 250
220 IF Q=OC OR (Q=RC AND PEEK(53770)>SP) THEN
O2=O2-M2:M2=-M2:RETURN
230 GOSUB 300:POKE O2-M2,EC:POKE O2,OC:IF EC=130 THEN SOUND
0,10,10,8
240 RETURN
```

Illustration: Dorian Cross

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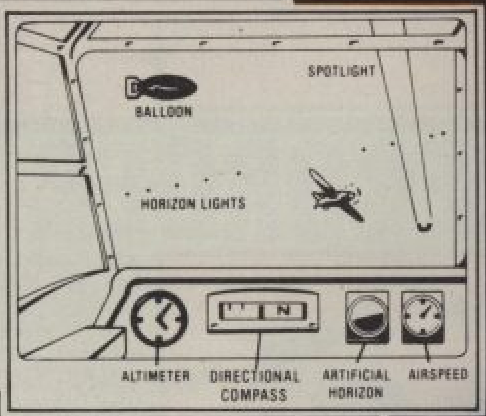
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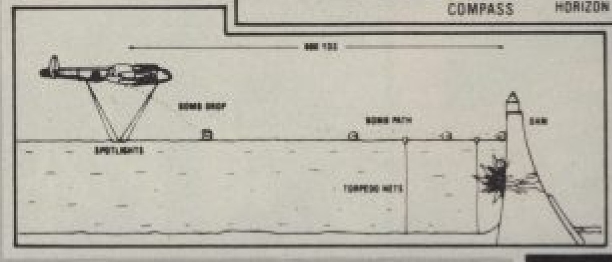
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At 21.15 hours on the evening of May 16th 1943 a flight of specially prepared Lancaster bombers left Scampton Airfield for Germany. After months of planning and preparation Wing Commander Guy Gibson and his 617 Squadron were at last embarking on a mission so daring that it would guarantee them a place in the annals of history.

The mission would strike at Germany's industrial heartland. If the giant dams of Moehne, Eder and Sorpe could be breached, millions of tons of water would flood the Ruhr, cutting vital water supplies to steelworks and homes, flooding factories, power stations and farmland, and





bring the important Mittelland Canal to a virtual standstill.

Of course the successful conclusion of this raid is now legendary, the young men who took part are acknowledged as heroes; and now U.S. Gold in conjunction with Sydney





Development Corporation and the International Computer Group are giving you the opportunity to relive the excitement, tension and drama of this famous mission.

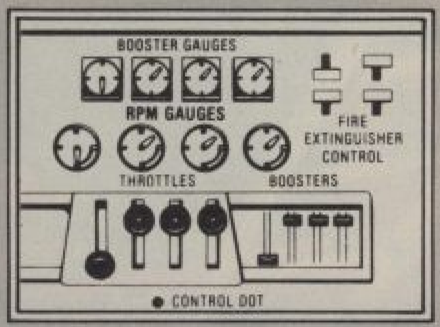
You will be able to play the part of **PILOT**, flying the Lancaster from Scampton to the target, **NAVIGATOR** using screens maps of Europe,





FRONT GUNNER, REAR GUNNER, BOMBARDIER and **FLIGHT ENGINEER**.

You will have to fly across Europe at low level to avoid radar; lookout for the deadly ME109 night fighters, dodge barrage balloons, spotlights and flak. At the target you will need all your nerve and skill to control the aircraft and release your deadly payload at just the right moment while avoiding enemy attack.



Game Features: **Superb graphics and sound, realistic joystick control, Pilot's screen and indicators, multiple screen navigators maps, front and rear gunners screens, bomb sighting screens, engineer's indicators, and much much more.** The package comes complete with **comprehensive flight instructions, maps, and confidential documents including authentic material by Barnes Wallace and Wing Commander Guy Gibson.**



Officially endorsed by 617 Squadron of the R.A.F., Dambusters is available for **Atari** and **Commodore 64** computers with versions for **Spectrum, BBC** and **Amstrad** coming soon.



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LODE RUNNER
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Lode Runner is very user-friendly/great fun! Lode Runner is a very well thought-out package and is extremely playable. A must for game connoisseurs.
Tom Hussey
POPULAR Computing WEEKLY
LODE RUNNER COMPETITION
Send us your best screen design, on cassette or disk, by 30th June 1985, to the address below. It may become one of the best British screens to be included on 'CHAMPIONSHIP LODE RUNNER', for release by Ariolasoft later this year. A prize of a Mini Krugerrand will also be awarded for each screen used.
VAILABLE FROM ALL GOOD SOFTWARE RETAILERS – If it's not there, please order it – or in case of difficulty send your crossed heque/P.O. made out to Ariolasoft U.K. Ltd. including your own name and address, to Ariolasoft U.K. Ltd., Suite 105/106, sphalte House, Palace Street, London SW1E 5HS.
▶ Lode Runner Cassette £9.95. ▶ Lode Runner Disk £12.95 – includes VAT & p&p. U.K. orders only.
ariolasoft HIGH PERFORMANCE PROGRAMS

```
250 O2=O2-M2:ON RH2*2+(ABS(M2)=20)+1 GOTO 260,270,280,290
260 M2=20-40*(PEEK(53770)>128):GOTO 295
270 M2=1-2*(PEEK(53770)>128):GOTO 295
280 M2=20*SGN(OM-O2):GOTO 295
290
M2=SGN(((OM-SC)/20-INT((OM-SC)/20))-((O2-SC)/20-INT((O2-SC)/2
0))):IF M2=0 THEN 270
295 IF PEEK(O2+M2)=1 THEN M2=-M2
298 RETURN
299 REM **NEXT EGG COLOUR**
300 R=PEEK(53770):IF R<=BE THEN EC=66:RETURN
310 IF R<=RE THEN EC=194:RETURN
320 IF R<=SD THEN EC=SL:RETURN
330 IF OP>=5 THEN EC=66:RETURN
340 EC=130:RETURN
349 REM **GOLD EGG SOUND**
350 FOR I=1 TO 10:SOUND 0,INT(RND(0)*10+5),10,8:NEXT I:RETURN
399 REM **CHANGE OF LEVEL**
400 SP=SP+13:IF SP>234 THEN SP=234
410 L=L+1:IF L>5 THEN RETURN
420
ED=L*0.1+0.2:TD=50*(9-L):BE=216-L*16:RE=BE+38-L*4:SD=RE+L*20:
RH1=1:RH2=(L>3):RI=(3/L>1)+1
430 POSITION 13,1:? #6;"LEVEL:";L:RETURN
499 REM **DEAD MAN**
500 POKE OM,0:POKE NM,OC:POSITION 0,0:? #6;"[INV]eaten by an
OGG[INV]     "
510 FOR I=1 TO 21:SOUND 0,128+INT(RND(0)*128),4,10:POKE
PP+40,129:IF INT(I/2)=I/2 THEN POKE PP+40,36
515 NEXT I
520 POP :IF S>HI THEN HI=S
530 SOUND 0,0,0,0:SOUND 1,0,0,0:FOR I=1 TO 300:NEXT I:GOSUB
800:GOTO 20
550 SOUND 0,255,12,8:IF E>=100 THEN E=INT(E*0.9)-10:GOTO 70
560 POKE OM,0:POKE NM,SL+64:POSITION 0,0:? #6;"[INV]TRAPPED
BY [INV]slime    ":GOTO 520
570 POKE OM,MC-128:POSITION 0,0:? #6;"out of [INV]energy[INV]
":GOTO 520
599 REM **TUNNELS**
600 IF NM=SC+139 THEN NM=NM+20:RETURN
610 IF NM=SC+160 THEN NM=NM-20:RETURN
620 IF NM=SC+359 THEN NM=NM+20:RETURN
630 IF NM=SC+380 THEN NM=NM-20:RETURN
640 RETURN
649 REM **UPDATE SCORE & ENERGY**
650 POSITION 7,1:? #6;S:POSITION 19,0:? #6;OP:POSITION 7,0:?
#6;INT(E);" "
660 IF E<=0 THEN POSITION 7,0:? #6;"0 ":POP :GOTO 570
665 IF E<=20 THEN SOUND 1,15,10,8
670 RETURN
798 REM **DRAW  MAZE**
799 REM **USE CTRL B**
800 POSITION 0,2:? #6;"!!!!!!!!!!!!!!!!!!!!";
801 ?
#6;"![INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CT
RL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTR
L]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL
]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B!";
802 ?
#6;"![INV][CTRL]B!!!!!![INV][CTRL]B!![INV][CTRL]B!!!!!![INV][
CTRL]B!";
803 ?
#6;"![INV][CTRL]B![INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][C
TRL]B[INV][CTRL]B[INV][CTRL]B!![INV][CTRL]B[INV][CTRL]B[INV][
CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B![INV][CTRL]B!";
804 ?
#6;"![INV][CTRL]B![INV][CTRL]B!![INV][CTRL]B![INV][CTRL]B!![I
NV][CTRL]B![INV][CTRL]B!![INV][CTRL]B![INV][CTRL]B!";
805 ?
#6;"[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTR
L]B[INV][CTRL]B[INV][CTRL]B![INV][CTRL]B!![INV][CTRL]B![INV][
CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][C
TRL]B[INV][CTRL]B";
806 ?
#6;"!!![INV][CTRL]B!![INV][CTRL]B![INV][CTRL]B!![INV][CTRL]B!
[INV][CTRL]B!![INV][CTRL]B!!!";
807 ?
#6;"![INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CT
RL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B!![INV][CTRL]B[INV][C
TRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CT
RL]B[INV][CTRL]B!";
808 ?
#6;"![INV][CTRL]B!!!!!![INV][CTRL]B!![INV][CTRL]B!!!!!![INV][
CTRL]B!";
809 ?
#6;"![INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CT
RL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTR
L]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL
]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B!";

810 ?
#6;"![INV][CTRL]B!!!!!![INV][CTRL]B!![INV][CTRL]B!!!!!![INV][
CTRL]B!";
811 ?
#6;"![INV][CTRL]B!!!!!![INV][CTRL]B!![INV][CTRL]B!!!!!![INV][
CTRL]B!";
812 ?
#6;"![INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CT
RL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTR
L]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL
]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B!";
813 ?
#6;"![INV][CTRL]B!!!!!![INV][CTRL]B!![INV][CTRL]B!!!!!![INV][
CTRL]B!";
814 ?
#6;"![INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CT
RL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B!![INV][CTRL]B[INV][C

TRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CT
RL]B[INV][CTRL]B!";
815 ?
#6;"!!![INV][CTRL]B!![INV][CTRL]B![INV][CTRL]B!![INV][CTRL]B!
[INV][CTRL]B!![INV][CTRL]B!!!";
816 ?
#6;"[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTR
L]B[INV][CTRL]B[INV][CTRL]B![INV][CTRL]B!![INV][CTRL]B![INV][
CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][C
TRL]B[INV][CTRL]B";
817 ?
#6;"![INV][CTRL]B![INV][CTRL]B!![INV][CTRL]B![INV][CTRL]B!![I
NV][CTRL]B![INV][CTRL]B!![INV][CTRL]B![INV][CTRL]B!";
818 ?
#6;"![INV][CTRL]B![INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][C
TRL]B[INV][CTRL]B[INV][CTRL]B!![INV][CTRL]B[INV][CTRL]B[INV][
CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B![INV][CTRL]B!";
819 ?
#6;"![INV][CTRL]B!!!!!![INV][CTRL]B!![INV][CTRL]B!!!!!![INV][
CTRL]B!";
820 ?
#6;"![INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CT
RL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTR
L]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL
]B[INV][CTRL]B[INV][CTRL]B[INV][CTRL]B!";
821 ? #6;"!!!!!!!!!!!!!!!!!!!!";
839 REM **SET VARIABLES**
840 POKE 764,255
850 POSITION 0,0:? #6;"INPUT LEVEL [INV]1[INV]-[INV]5[INV]
":POSITION 0,1:? #6;"HI-SCORE ";HI:POSITION 13,1:? #6;"
"
855 GET #1,K:IF K<49 OR K>53 THEN 855
860 L=K-48:POSITION 0,0:? #6;"PRESS [INV]TRIG[INV] TO START
":E=50+(L=1)*10:ED=L*0.1+0.2:TD=50*(9-L)
870
BE=216-L*16:RE=BE+38-L*4:SD=RE+L*20:RH1=(L>1):RH2=(L>3):OP=3:
RI=(3/L>1)+1:SP=13*L
871 IF PEEK(644)=1 THEN 871
872 IF PEEK(644)=0 THEN 872
875 POSITION 0,0:? #6;"[INV]energy[INV] ";E;"
OR:";OP:POSITION 0,1:? #6;"[INV]SCORE[INV]  0       "
876 POSITION 13,1:? #6;"LEVEL:";L
880
S=0:MC=196:OC=133:EC=66:SL=134:RC=3:T=0:OM=SC+61:NM=OM:O1=SC+
441:O2=SC+458
885 M1=1:M2=-20:POKE OM,MC:POKE O1,OC:POKE O2,OC:RETURN
899 REM **REDEFINE CHARACTERS**
900 GRAPHICS 17:POSITION 4,11:? #6;"[INV]please
wait[INV]":POSITION 5,9:? #6;"oggs
eggs":SC=PEEK(88)+256*PEEK(89)
910 PP=(PEEK(106)-8)*256:CP=57344:FOR I=0 TO 511:POKE
PP+I,PEEK(CP+I):NEXT I
920 FOR I=0 TO 55:READ A:POKE I+PP,A:NEXT I:POKE
756,PP/256:OPEN #1,4,0,"K:":RETURN

930 DATA
0,0,0,0,0,0,0,0,255,255,255,255,255,255,255,255,0,0,24,60,60,
24,0,0,0,0,0,24,24,0,0,0
940 DATA
60,60,24,255,60,60,36,36,129,66,66,126,90,126,126,255,72,18,6
5,20,136,33,132,34
```

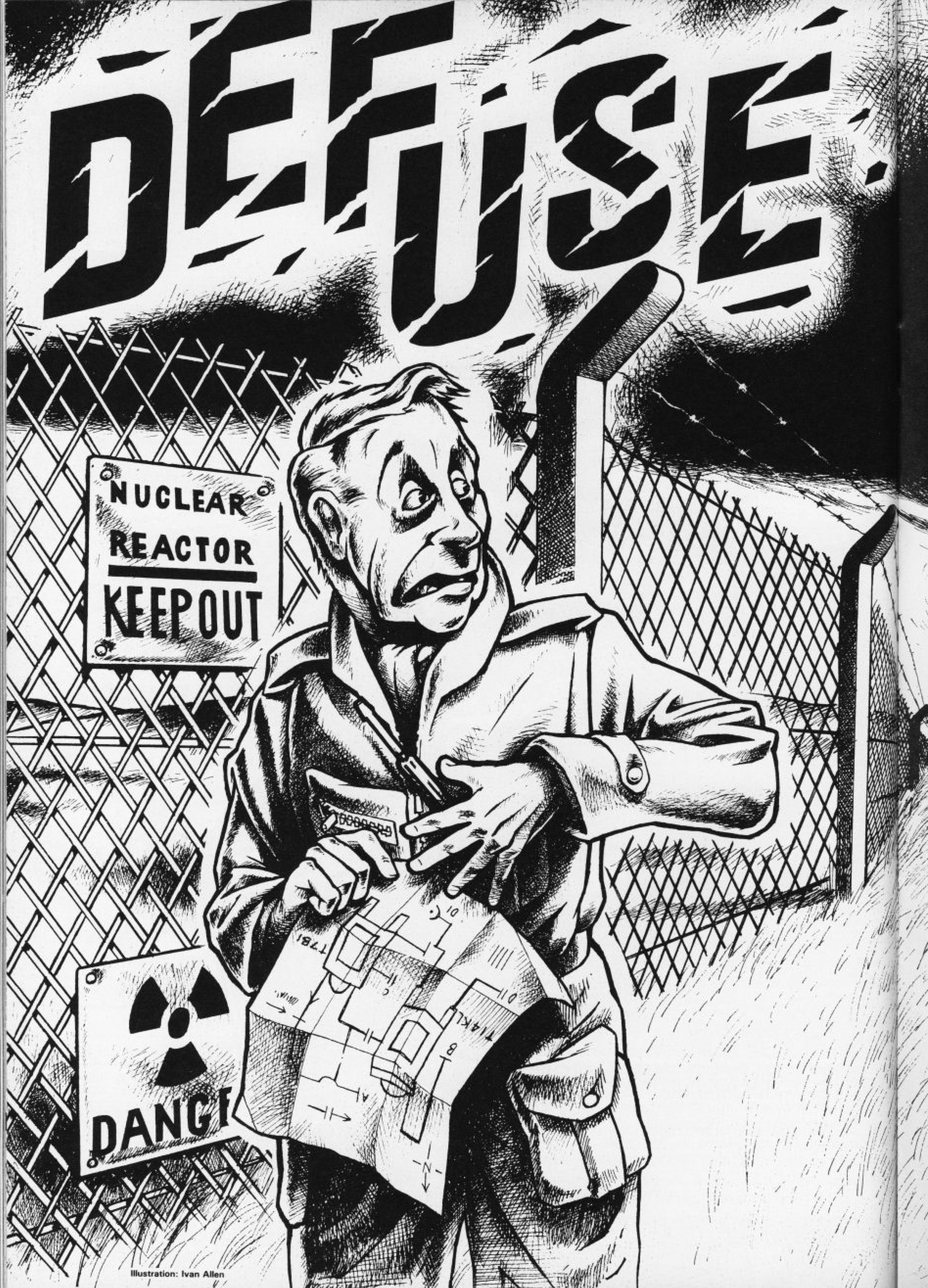
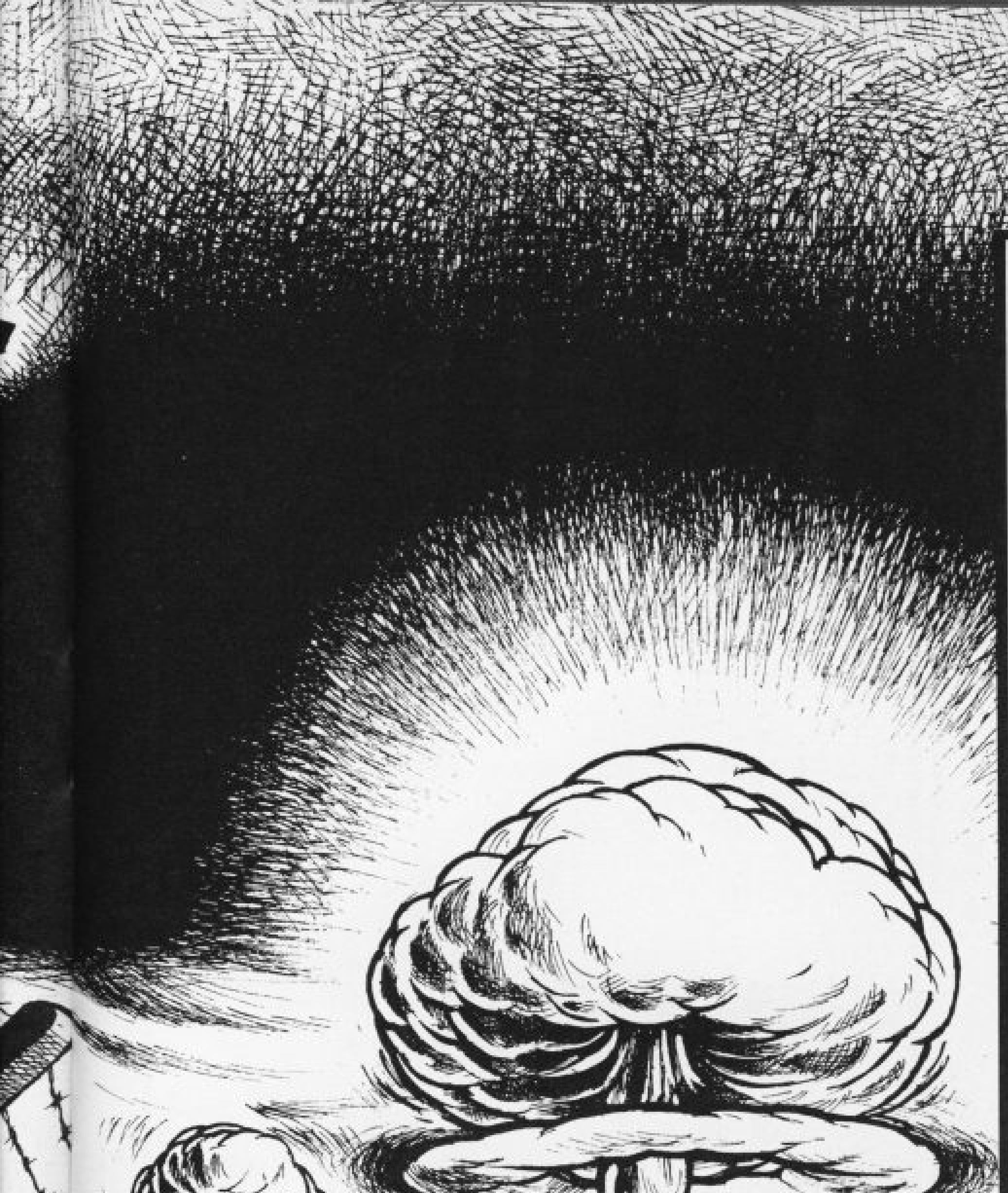


Illustration: Ivan Allen



RUNS ON AN AMSTRAD

BY DAVID CRESSWELL

You have kindly "volunteered" for the job of Chief Bomb Disposer in this game of skill and strategy. Use the Z X ; and / keys to defuse the bombs in order, but be careful where you leave your radioactive trail.

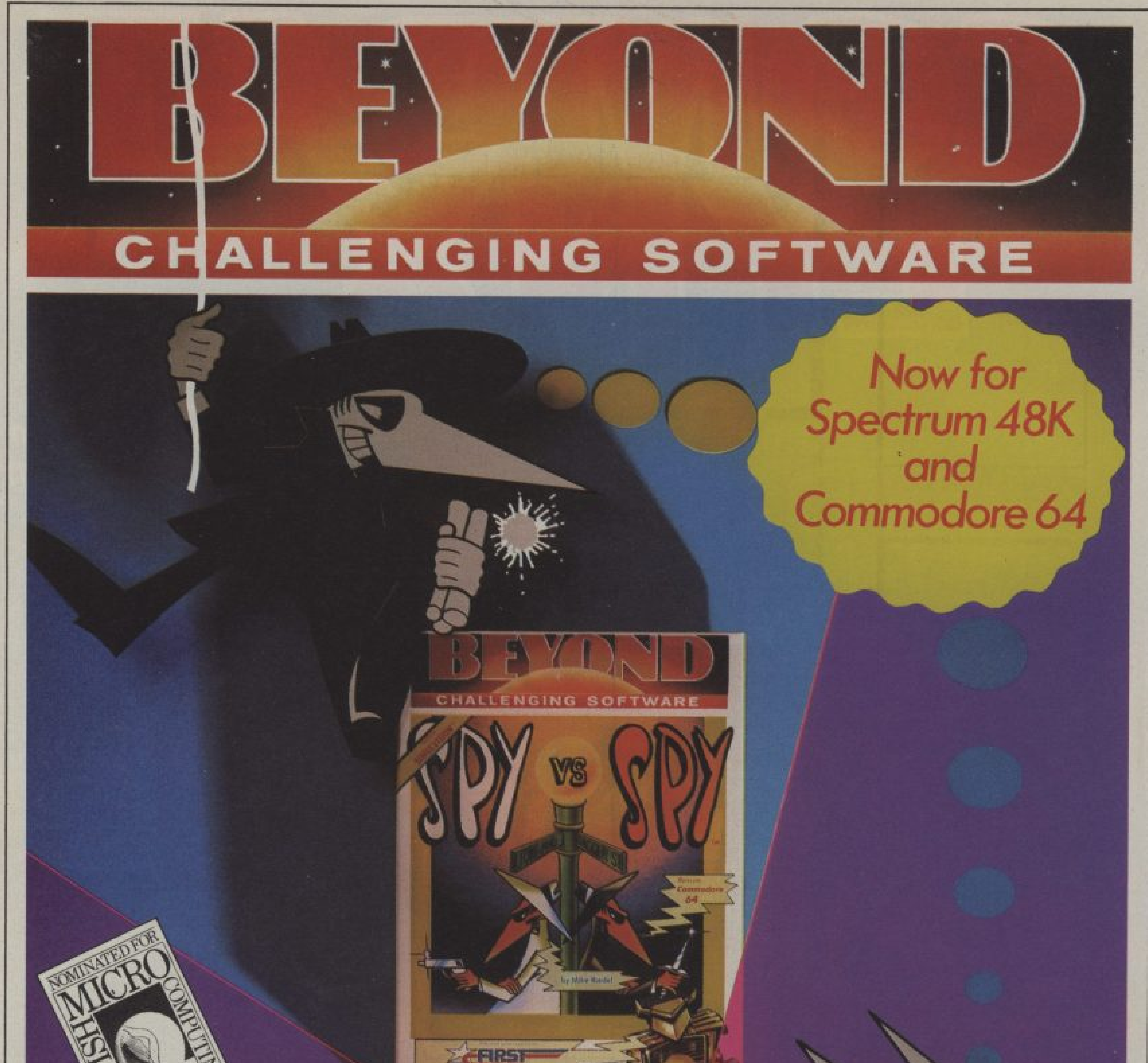
The program contains all the instructions to play the game, and even has a demonstration mode, so just type in the listing and you're away.

```
10 INK 0,9:INK 1,26:INK 2,23:INK 3,25:IN
K 4,1:INK 5,4:INK 6,2:INK 7,13:INK 8,3:I
NK 9,5:INK 10,0:INK 11,6:INK 12,7
20 DIM R(14),C(14)
30 SYMBOL AFTER 240
40 SYMBOL 240,0,0,0,0,7,7,31,31
50 SYMBOL 241,0,0,36,60,255,255,255,255
60 SYMBOL 242,0,0,0,0,224,224,248,248
70 SYMBOL 243,31,31,7,7,7,7,63,63
80 SYMBOL 244,248,248,224,224,224,224,25
2,252
90 SYMBOL 245,63,63,127,127,127,35,35,19
100 SYMBOL 246,255,255,255,255.255,60,24
,0
110 SYMBOL 247,252,252,254,254,254,196,1
96,200
120 SYMBOL 248,19,11,11,7,7,3,15,255
130 SYMBOL 249,0,0,60,60,60,60,0,0
140 SYMBOL 250,200,208,208,224,224,192,2
40,255
150 SYMBOL 251,24,24,129,90,24,24,36,36
160 SYMBOL 253,126,189,219,231,231,219,1
89,126
170 SYMBOL 254,255,0,0,0,0,0,0,0
180 BORDER 0
190 MODE 1:GOSUB 210:IF DEMO=1 THEN SK=2
:GOSUB 380
200 MODE 0:GOSUB 410:GOSUB 700:GOSUB 970
:GOTO 190
210 DEMO=0:PAPER 0:PEN 3
220 LOCATE 16,2:PRINT "DEFUSE"
230 LOCATE 5,6:PRINT "PRESS I FOR INSTRU
CTIONS"
240 LOCATE 5,9:PRINT "PRESS D FOR A DEMO
NSTRATION"
250 LOCATE 5,12:PRINT "PRESS S TO START
GAME"
260 IF INKEY(35)=0 THEN CLS:GOSUB 1010:C
LS:GOTO 220
270 IF INKEY(61)=0 THEN DEMO=1:RETURN
280 IF INKEY(60)=0 THEN SK=0:GOSUB 300:R
ETURN
290 GOTO 260
300 CLS:LOCATE 1,2:PRINT "INPUT SKILL LE
VEL (1-EASY TO 5-HARD)";
310 IF INKEY(64)=0 THEN SK=2
320 IF INKEY(65)=0 THEN SK=3
330 IF INKEY(57)=0 THEN SK=4
340 IF INKEY(56)=0 THEN SK=5
350 IF INKEY(49)=0 THEN SK=6
360 IF SK=0 THEN GOTO 310
370 GOSUB 380:RETURN
380 SYMBOL 249,0,0,60,60,60,60,0,0
390 IF SK=2 OR SK=3 OR SK=4 THEN SYMBOL
249,0,126,126,126,126,126,126,0
400 RETURN
410 N=0:D=1:A=1:FIN=0:RE=0
420 xco=20:yco=20:x=0:y=2
430 RESTORE 440:FOR G=1 TO 14:READ C(G),
R(G):NEXT
440 DATA 13,9,2,15,6,4,14,20,4,20,3,9,15
,5,16,15,2,3,7,15,11,4,9,21,8,10,12,14
450 CLS:PEN 10:LOCATE 1,2:PRINT STRING$(
20,CHR$(254));
460 G=INT(RND*(14-SK)):IF DEMO=1 THEN G=
1
470 FOR REA=1 TO SK
480 RE=RE+1:G=G+1:PEN 4
490 LOCATE C(G),R(G):PRINT CHR$(240)
500 LOCATE C(G)+1,R(G):PRINT CHR$(241)
510 LOCATE C(G)+2,R(G):PRINT CHR$(242)
520 LOCATE C(G),R(G)+1:PRINT CHR$(243)
530 LOCATE C(G)+2,R(G)+1:PRINT CHR$(244)
540 LOCATE C(G),R(G)+2:PRINT CHR$(245)
550 LOCATE C(G)+1,R(G)+2:PRINT CHR$(246)
560 LOCATE C(G)+2,R(G)+2:PRINT CHR$(247)
570 LOCATE C(G),R(G)+3:PRINT CHR$(248)
580 LOCATE C(G)+2,R(G)+3:PRINT CHR$(250)
```

DEFUSE!

```
590 IF RE=1 THEN K=3
600 IF RE=2 THEN K=5
610 IF RE=3 THEN K=6
620 IF RE=4 THEN K=8
630 IF RE=5 THEN K=9
640 IF RE=6 THEN K=12
650 PEN K:LOCATE C(G)+1,R(G)+3:PRINT CHR
$(249)
660 PEN 8:PAPER 3:CH=48+REA:LOCATE C(G)+
1,R(G)+1:PRINT CHR$(CH):PAPER 0
670 NEXT REA
680 PEN 10:LOCATE 2,1:PRINT "DEFUSE"
690 FOR F=1 TO SK:LOCATE 6+(2*F),1:PRINT
 F:NEXT F:RETURN
700 TI=TIME
710 IF DEMO=1 THEN GOSUB 1370:GOTO 760
720 IF INKEY(28)=0 THEN x=0:y=2:GOTO 760
730 IF INKEY(63)=0 THEN x=4:y=0:GOTO 760
740 IF INKEY(71)=0 THEN x=-4:y=0:GOTO 76
0
750 IF INKEY(30)=0 THEN x=0:y=-2:GOTO 76
0
760 xco=xco+x:yco=yco+y
770 IF xco<0 OR xco>639 OR yco<0 OR yco>
380 THEN GOSUB 960:GOTO 900
780 P%=TEST(xco,yco)
790 IF A=1 AND P%=3 THEN GOSUB 1240:GOTO
 900
800 IF (A=1 OR A=2) AND P%=5 THEN GOSUB
1260:GOTO 900
810 IF (A>0 AND A<4) AND P%=6 THEN GOSUB
 1280:GOTO 900
820 IF (A>0 AND A<5) AND P%=8 THEN GOSUB
 1300:GOTO 900
830 IF (A>0 AND A<6) AND P%=9 THEN GOSUB
 1320:GOTO 910
840 IF (A>0 AND A<7) AND P%=12 THEN GOSU
B 1340:GOTO 900
850 IF P%=1 THEN GOSUB 950:GOTO 900
860 IF P%=4 THEN GOSUB 1230:GOTO 900
870 PLOT xco,yco
880 SOUND 1,xco/4,3,7
890 SOUND 2,yco/4,3,7
900 IF FIN=1 THEN GOSUB 1000:GOTO 940
910 IF D=SK+1 THEN SK=SK+1:GOSUB 410:TI=
TIME-80
920 IF N=1 THEN RETURN
930 IF DEMO=1 THEN 710 ELSE GOTO 720
940 RETURN
950 GOSUB 1210:LOCATE 12,8:PRINT "YOU RA
N INTO YOUR":LOCATE 13,10:PRINT "OWN RAD
IOACTIVE":LOCATE 13,12:PRINT "TRAIL AND
DIED":RETURN
960 GOSUB 1210:LOCATE 14,8:PRINT "YOU RA
N INTO":LOCATE 13,10:PRINT "THE ELECTRIF
IED":LOCATE 13,12:PRINT "FENCE AND DIED"
:RETURN
970 PRINT:PRINT:PRINT:PRINT:PRINT
980 LOCATE 11,18:PRINT "PRESS THE SPACE
BAR";
990 IF INKEY(47)=0 THEN RETURN ELSE GOTO
 990
1000 MODE 1:LOCATE 15,9:PRINT "WELL DONE
!":LOCATE 13,11:PRINT "YOU JUST SAVED":L
OCATE 15,13:PRINT "THE NATION":RETURN
1010 CLS:LOCATE 16,1:PRINT "DEFUSE"
1020 PRINT:PRINT " YOUR TASK AS CHIEF BO
MB DISPOSER"
1030 PRINT " IS TO DEFUSE ALL THE BOMBS
PLACED"
1040 PRINT " UNDER EACH OF THE NUCLEAR R
EACTORS."
1050 PRINT:PRINT " YOU DO THIS BY DIRECT
ING YOUR MAN"
1060 PRINT " (SHOWN AS A WHITE LINE) IN
AN 'n'"
1070 PRINT " SHAPE THROUGH EACH OF THE B
OMBS."
1080 PRINT:PRINT " DO NOT DEFUSE THE BOM
BS IN THE WRONG"
1090 PRINT " ORDER, HIT ANY OF THE REACT
ORS OR RUN"
1100 PRINT " INTO YOUR OWN RADIOACTIVE T
RAIL."
1110 PRINT:PRINT " YOU CAN START WITH AN
Y NUMBER OF"
1120 PRINT " BOMBS UP TO A MAXIMUM OF SI
X. EACH"
1130 PRINT " TIME YOU CLEAR A SCREEN THE
 NUMBER."
1140 PRINT " OF BOMBS INCREASES."
1150 PRINT:PRINT " YOUR CONTROLS ARE:"
1160 PRINT:PRINT "        Z = LEFT    X =
 RIGHT"
1170 PRINT "        ; = UP      / = DOWN"
1180 LOCATE 9,25:PRINT "PRESS THE SPACE
BAR";
1190 IF INKEY(47)<>0 THEN 1190
1200 RETURN
1210 MODE 1:SOUND 3,500,20,7,0,0,3
1220 FOR J%=1 TO 10:X=INT(RND*7):PAPER X
:CLS:NEXT J%:N=1:PAPER 0:PEN 3:CLS:RETUR
N
1230 GOSUB 1210:CLS:LOCATE 12,8:PRINT "Y
OU RAN INTO ONE":LOCATE 11,10:PRINT "OF
THE REACTORS AND":LOCATE 12,12:PRINT "SE
T THE BOMBS OFF":RETURN
1240 IF D<>1 THEN GOSUB 1210:GOSUB 1360:
RETURN
1250 LOCATE 9,1:PRINT " ":D=D+1:A=2:RETU
RN
1260 IF D<>2 THEN GOSUB 1210:GOSUB 1360:
RETURN
1270 LOCATE 11,1:PRINT " ":D=D+1:A=3:RET
URN
1280 IF D<>3 THEN GOSUB 1210:GOSUB 1360:
RETURN
1290 LOCATE 13,1:PRINT " ":D=D+1:A=4:RET
URN
1300 IF D<>4 THEN GOSUB 1210:GOSUB 1360:
RETURN
1310 LOCATE 15,1:PRINT " ":D=D+1:A=5:RET
URN
1320 IF D<>5 THEN GOSUB 1210:GOSUB 1360:
RETURN
1330 LOCATE 17,1:PRINT " ":D=D+1:A=6:RET
URN
1340 IF D<>6 THEN GOSUB 1210:GOSUB 1360:
RETURN
1350 LOCATE 19,1:PRINT " ":FIN=1:RETURN
1360 LOCATE 3,6:PRINT "YOU SET OFF THE":
LOCATE 3,8:PRINT "BOMBS BY TRYING":LOCAT
E 2,10:PRINT "TO DEFUSE THEM IN":LOCATE
3,12:PRINT "THE WRONG ORDER":RETURN
1370 IF TIME>TI+1150 THEN x=4:y=0
1380 IF TIME>TI+1520 THEN x=0:y=2
1390 IF TIME>TI+1750 THEN x=4:y=0
1400 IF TIME>TI+1840 THEN x=0:y=-2
1410 IF TIME>TI+2100 THEN x=4:y=0
1420 IF TIME>TI+2900 THEN x=0:y=2
1430 RETURN
```


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QUASIMODO
synsoft
Quasimodo likes bells. They make him feel good – they make him happy – they are his friends.
All Quasi wants is to be left alone, but those nasty soldiers think that he stole the royal jewels. Quasi didn't steal them!
Quasi wants the soldiers to leave him alone. They fire nasty arrows at him. Quasi doesn't want to, but Quasi will throw big rocks at the nasty soldiers.
Quasi knows a secret! Quasi knows where the jewels have been hidden in the castle and only Quasi can climb there.
They better leave Quasi alone, 'cause Quasi is getting mad. Quasi better hurry and find the jewels. Not much time. Quasi sees lots of soldiers. Quasi has lots of rocks.
Now the noise has stirred up the bats in the belfry. The bats are mean, they make Quasi fall down. Quasi better jump away from those bats.
Quasi thinks he got up on the wrong side of the bed today.
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PROFESSOR VIDEO'S GAMES WORKSHOP



Welcome to my corner of the world, pupils. Get those brain cells working, 'cos here we have June's batch of hints, tips and pokes.

TAPPER

Another new game to enter the Prof's pages this month is *Tapper* for the C64. This collection of tips comes from Roger Duckworth, Lancashire. Roger says he had to give up, with nine lives left, as he had sore fingers after continuous play. Don't you know, Roger, a bit of vinegar on the fingertips soon hardens them up and you are able to play for hours and hours! Try it and see.

Only collect tips when there are a lot of customers at the far end of each bar. Learn the patterns that the Soda Bandit uses as these could be useful when you progress further and the cans move faster.

Men drink faster than women (don't they always Roger?). To collect the glasses faster, run Tapper down the bar.

On the bottom bars, don't let the customers get too near the end of the bar as it will take a lot of soda to push them through the doors. In the Space Bar, watch out for the glasses because they move a lot faster.

BACKPACKER'S GUIDE

Now is the time to get pen to paper and help out a fellow student. Matthew Waldron from High Wycombe has been trying to play the *Backpacker's Guide to the Universe* since the beginning of the year. He has written to these pages in desperation as his problem seems to be that whenever he plays the game he ends up in the same old place.

Does anyone out there know how to help him? Indeed has anyone out there completed the game, 'cos I have never had any letters telling me how to do it? So there's a challenge — who has done it and who has the key to the mystery of *Backpacker's*? You know the address so get writing.



POKE CORNER

I think after that we need a breather so, while I have a rest, look over these pokes and see what's useful.

SABRE WULF: POKE 43575,225:POKE 45520,255 — infinite Sabremen! POKE 44929,0 — Watch and see ..... (will someone please tell me what this one does?).

PSYTRON: POKE 28624,0:POKE 28626,0 — for lots of fun (LOAD all the parts except the last one, type BORDER 7 and the POKES).

JET SET WILLY: POKE 38207,24 — Maria will let you go into the bedroom POKE 37874,0 — when you enter each room, the objects will jump in to your sack.

JET PAC: POKE 36966,224 — infinite lives.

ATIC ATAC: POKE 36519,0 — infinite lives.

Big round of thanks to Nir Gendler from Israel.

STAFF OF KARNATH

More tricks on *Staff of Karnath*, this time from Alec Fu of Wembley. Got to the upper guardroom and shoot the shield once with THROBIN and hit it again with OMPHALOS, then walk over the cross.

In the treasury, shoot the snake with KNOSSOS. To get the Pentacle in the great hall, shoot the fire-place with AEOLUS.

Once in the morning room, go to the left of the flowerpot and shoot with the IBRAHIM spell until the pot falls off the table. Most of the creatures can be destroyed with FORTHRIN and when in the waiting room just wait!

Alec tells me that he is trying to get the Pentacle in the library after the Skeleton hits him. He does know how to get it, as you have to be in a certain position but won't tell me. Now that's not a very nice way to treat the Prof, Alec, so come on all you other readers — tell me the secrets to the *Staff of Karnath*.

BEACH HEAD

Now for a new one to the Prof's pencil *Beach Head*. These tips come from an old friend to these pages, Michael King.

Michael recommends you go through the Secret Passage, as with practice you can steer your vessels through. One trick is to stay low and, once the first two torpedoes pass, make a dash to the left side of the screen. You gain 3,000 points per boat, so start practising.

Move on to the airplanes. Whichever way the planes move, you follow and ALWAYS keep your guns at 52' 0° plus keeping your finger on the fire button as it auto-repeats very quickly.

Next thing on the horizon is three ships. DON'T go for the largest 'cos if you do the others will bombard you. Remember to always watch how far you are from hitting the boat. Only aim for the ship which is aiming for you.

That's all for this month, but, I shall return next month with more tips.

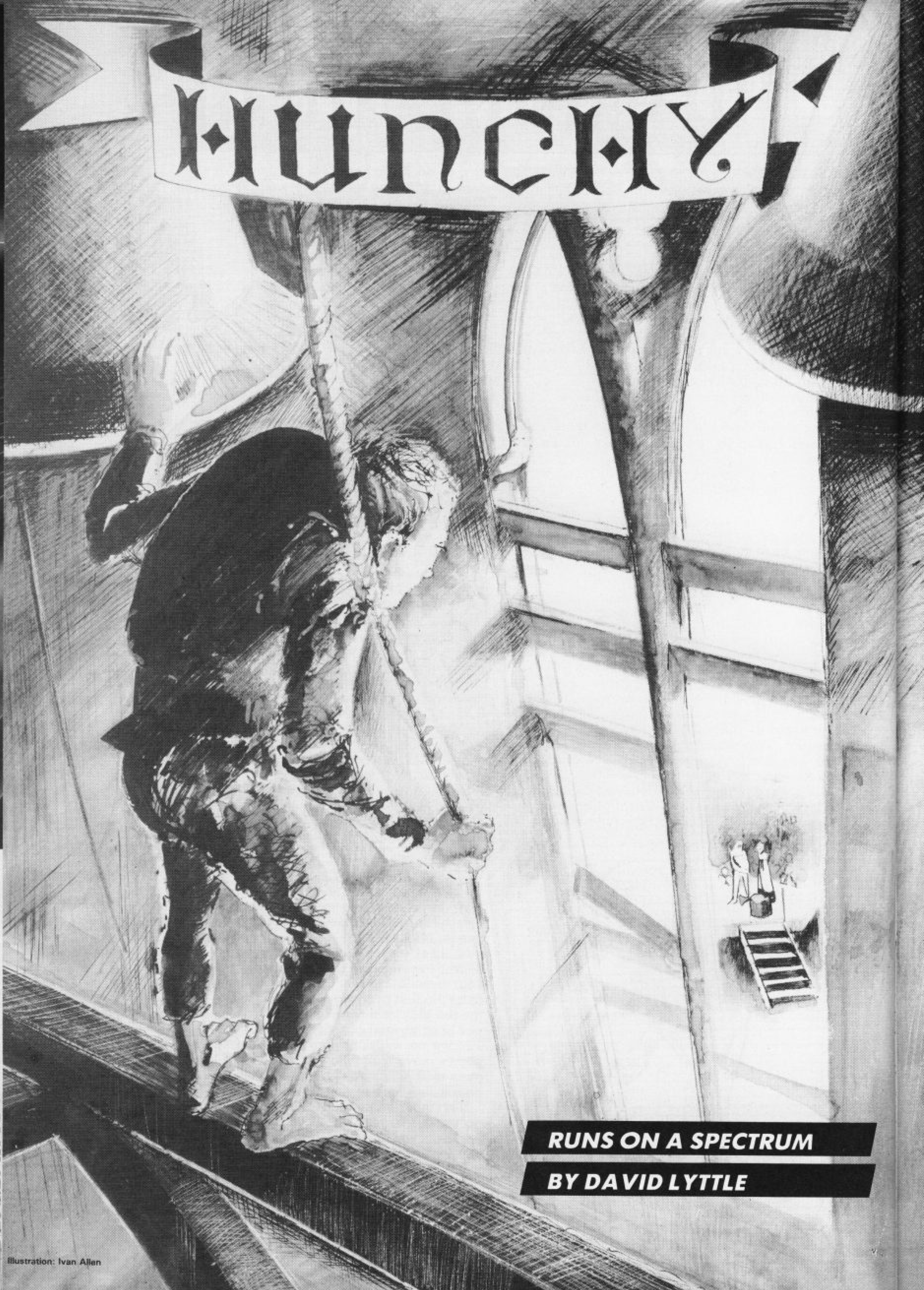


Illustration: Ivan Allen

It's rescue Esmerelda time again, but you'll find some new hazards in this month's Spectrum listing which is in two parts.

Use:

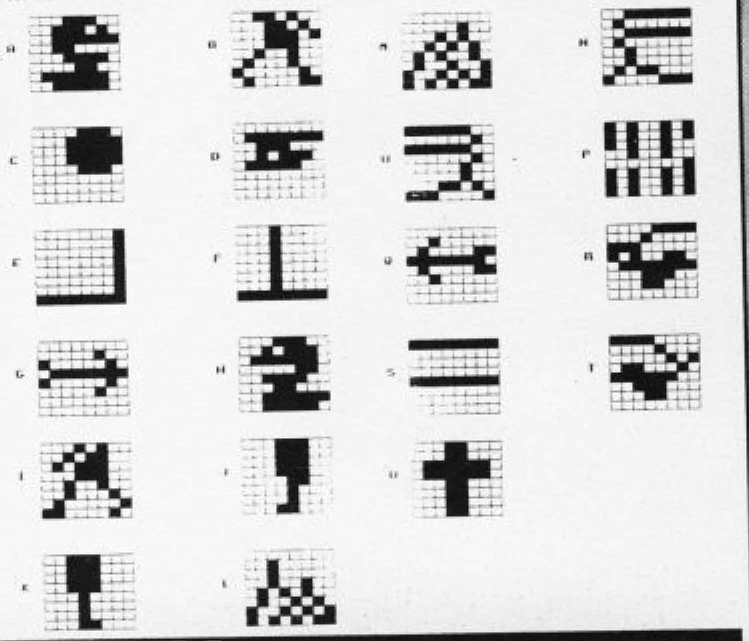
CAPS SHIFT	for	Left
Z	for	Right
0	for	Jump

in order to move Hunchy to the right-hand side of 30 different screens to ring the bell. It's all against the clock and everything is hazardous to Hunchy's health.

Youll see below a table of all the user-defined graphic characters used in this program. Instead of confusing the listing by leaving them in, we've changed them to underlined upper-case letters. So, for instance, if you see 'A' in the listing, go into graphics mode (CAPS SHIFT + 9), then press the 'A' key (you'll see a graphic character), then press CAPS SHIFT + 9 again to return to normal text. Be very careful in lines 1050 and 1060 where graphics characters alternate with the underline symbol.

Line 6520 uses symbol graphics (the ones on the number keys). When in graphics mode, type SHIFT+'1', then 3, then 7, to give a table-like shape.

If this type of listing is a success, then we'll continue to use it in future issues, so we would welcome any comments.



PART 1

```
   1 BORDER 0: INK 7: PAPER 0: CLS
   5 LET t=0
  10 FOR i=USR "a" TO USR "u"+7
  20 READ a: POKE i,a: LET t=t+a
  30 NEXT i
  40 IF t<>9806 THEN  PRINT "THE GRAPHICS HAVE BEEN TYPED IN WRONGLY": BEEP 0.5,0: STOP
 144 DATA 56,116,126,96,60,24,252,124
 145 DATA 52,26,29,28,36,68,130,67
 146 DATA 14,31,31,31,14,0,0,0
 147 DATA 0,127,56,46,124,0,0,0
 148 DATA 1,1,1,1,1,1,1,255
 149 DATA 16,16,16,16,16,16,16,255
 150 DATA 0,4,130,127,130,4,0,0
 151 DATA 28,46,126,6,60,24,63,62
 152 DATA 20,44,92,28,36,34,65,194
 153 DATA 28,28,28,28,12,8,8,24
 154 DATA 56,56,56,56,48,16,16,24
 155 DATA 0,32,32,36,84,74,149,171
 156 DATA 0,4,20,42,82,73,149,171
 157 DATA 63,64,63,64,32,32,88,135
 158 DATA 252,2,252,2,4,4,26,225
 159 DATA 85,85,84,20,1,85,85,85
 160 DATA 0,32,67,254,67,32,0,0
 161 DATA 15,16,224,166,127,28,24,0
 162 DATA 255,0,0,0,255,0,0,0
 163 DATA 240,8,5,98,252,56,24,0
 164 DATA 24,24,126,126,24,24,24,24
 200 REM titles
 205 INK 3: BRIGHT 1
 210 PLOT 8,167: DRAW 0,-16: DRAW 16,-8: DRAW 0,-32: DRAW -8,-8: DRAW 24,0: DRAW 0,16: DRAW 8,0: DRAW 0,-16: DRAW 24,0: DRAW -8,8: DRAW 0,48: DRAW 8,8: DRAW -32,0: DRAW 8,-8: DRAW 0,-24: DRAW -8,0: DRAW 0,16: DRAW -32,16
 220 PLOT 72,159: DRAW 16,0: DRAW 0,-48: DRAW 8,0: DRAW 0,48: DRAW 16,0: DRAW -8,-8: DRAW 0,-40: DRAW -8,-8: DRAW -8,0: DRAW -8,8: DRAW 0,40: DRAW -8,8
 230 PLOT 120,159: DRAW -8,-8: DRAW 0,-40: DRAW -8,-8: DRAW 16,0: DRAW 0,40: DRAW 8,8: DRAW 8,0: DRAW 0,-40: DRAW -8,-8: DRAW 16,0: DRAW 0,48: DRAW -8,8: DRAW -8,0: DRAW -8,-8: DRAW 0,8
 240 PLOT 160,159: DRAW 8,0: DRAW 8,-8: DRAW 0,-8: DRAW -8,0: DRAW 0,8: DRAW -8,0: DRAW 0,-40: DRAW 8,0: DRAW 0,8: DRAW 8,0: DRAW 0,-8: DRAW -8,-8: DRAW -8,0: DRAW -8,8: DRAW 0,40: DRAW 8,8
 250 PLOT 184,159: DRAW 8,0: DRAW 0,-24: DRAW 8,8: DRAW 8,-8: DRAW 0,-32: DRAW -8,0: DRAW 0,32: DRAW -8,-8: DRAW 0,-24: DRAW -16,0: DRAW 8,8: DRAW 0,48
 260 PLOT 216,135: DRAW 8,0: DRAW 6,-16: DRAW 8,16: DRAW 8,0: DRAW -32,-56: DRAW -32,8: DRAW 24,0: DRAW 16,24: DRAW -8,24
 999 INK 7: BRIGHT 0
1000 FOR i=1 TO 3
1010 FOR j=1 TO 7: PAUSE 2: PRINT AT 13,0; INK j; D.LYTTLE  concepts and program  S.LYTTLE  patience "
1020 NEXT j: NEXT i
1030 PRINT AT 21,0; FLASH 1;"NOW LOADING PROGRAM PLEASE WAIT "
1040 INK 0: PRINT AT 19,0;
1050 LOAD ""
```

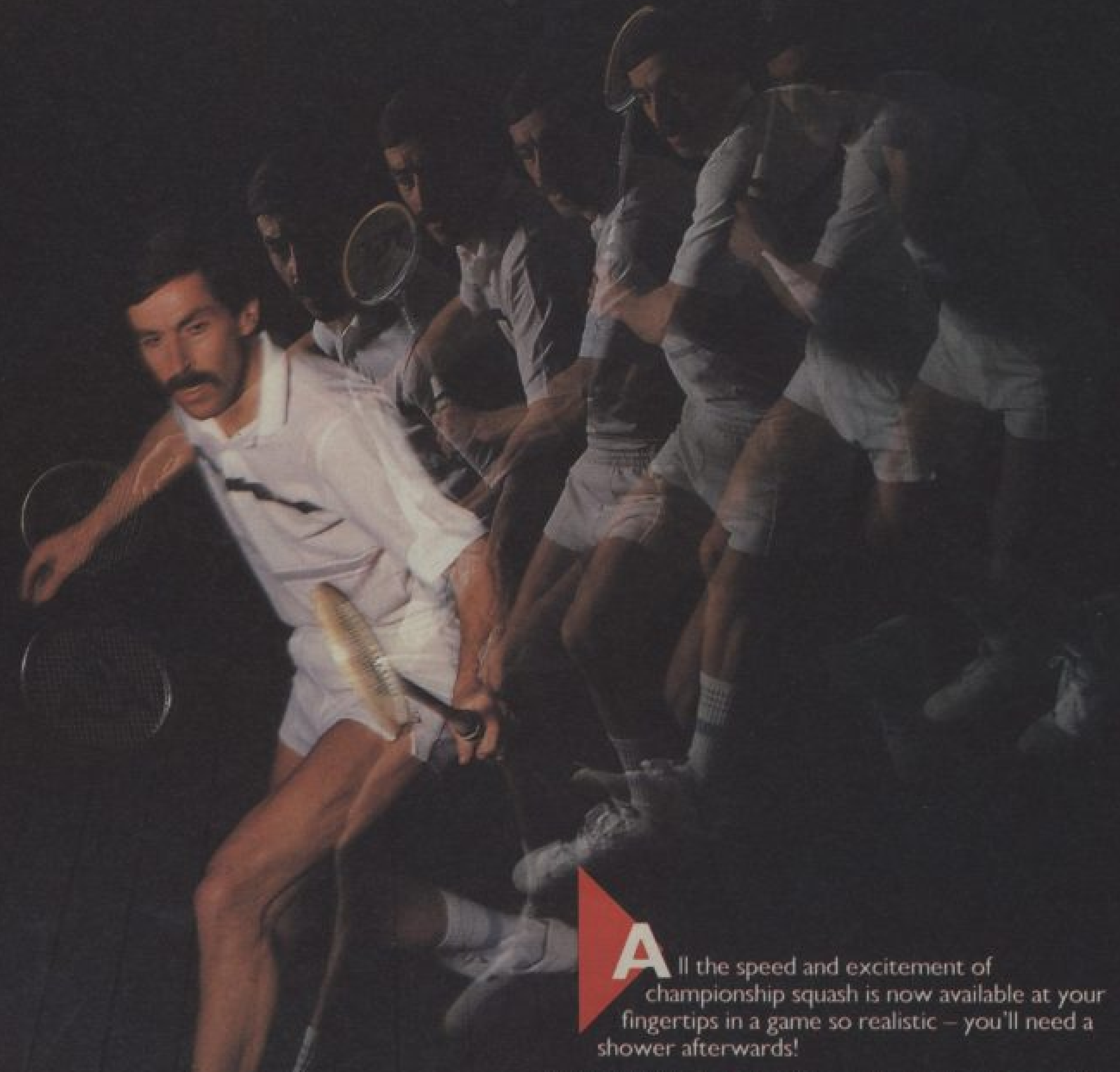
```
  1 LET hs=1000: LET n$="D.LYTT
LE": GO TO 3
  2 RETURN
  3 INK 7: LET co=1: LET co1=15
: LET ms=30
 20 IF PEEK (USR "a")<>56 THEN
 LOAD *"m";1;"hchar"CODE
 29 LET ac=1
 30 GO SUB 1000
 40 GO SUB 900
 50 GO SUB 1020
 60 PRINT#1;"HI SCORE = ";hs;"
 by ";n$: LET ca=1: LET cy=8: GO
 SUB 1090
 75 LET i=1: LET bon=1000: LET
br=1: LET bx=245: LET by=159: GO
 SUB 1500
 80 LET a=IN 65278: LET b=IN 61
438
 90 PRINT AT y,x;" ";AT y-1,x;"
 "
100 IF a=254 OR a=190 THEN  IF
x>0 THEN  LET x=x-1: LET h$=c$(i
,1): LET s$=d$(i,2): LET i=i-1:
IF i=0 THEN  LET i=2
110 IF a=253 OR a=189 THEN  IF
x<31 THEN  LET x=x+1: LET h$=c$(
i,2): LET s$=d$(i,1): LET i=i+1:
 IF i=3 THEN  LET i=1
120 IF b=190 OR b=254 THEN  BEE
P 0.01,60: IF INT y=8 THEN  LET
y=y-1.75: BEEP 0.01,40: BEEP 0.0
3,50
130 IF y<8 THEN  LET y=y+1/4
140 PRINT  BRIGHT 1; INK 7;AT y
,x;s$;AT y-1,x;h$
145 IF INT (y+.5)=8 THEN  IF AT
TR (y+1,x)<>44 THEN  IF ATTR (y+
1,x)<>23 THEN  GO TO 7000
150 FOR j=1 TO 3: GO SUB s(j)+2
: NEXT j
160 LET co=co+1: IF co=29 THEN
 LET co=0
165 LET co1=co1-1: IF co1=0 THE
N  LET co1=29
170 LET bon=bon-10: PRINT AT 0,
0;"SC-";sc; FLASH (bon<100);AT 0
,9;"BONUS ";bon;" "; FLASH 0;AT
0,20;"LIVES ";l;AT 17,12; INVERS
E 1;"PHASE ";c+1
180 IF bon<=0 THEN  GO TO 7000
190 IF x=31 THEN  GO TO 2000
890 GO TO 80
899 STOP
901 DATA "lll"
902 DATA "hll"
903 DATA "all"
904 DATA "ell"
905 DATA "ahl"
906 DATA "bhl"
907 DATA "fhl"
908 DATA "bll"
909 DATA "dfl"
910 DATA "efl"
911 DATA "eba"
912 DATA "ill"
913 DATA "ail"
914 DATA "dif"
915 DATA "gll"
916 DATA "bhf"
917 DATA "gfl"
918 DATA "edf"
919 DATA "ebh"
920 DATA "ebf"
921 DATA "dgf"
922 DATA "dbg"
923 DATA "dbi"
924 DATA "ehf"
925 DATA "edh"
```

```
 926 DATA "dfb"
 927 DATA "dag"
 928 DATA "bag"
 929 DATA "had"
 930 DATA "dif"
 963 DIM s(3)
 964 RESTORE 901+c
 965 READ a$
 967 FOR i=1 TO 3
 968 IF a$(i)<"l" AND a$(i)>="a"
 THEN  LET s(i)=(CODE (a$(i))-36
)*100
 969 NEXT i
 970 RETURN
1005 LET h$="": LET s$=""
1010 DIM d$(2,2): DIM c$(2,2): D
IM s(3): LET x=0: LET y=8: LET c
=0: LET l=3: LET sc=0: LET scr=1
: FOR i=1 TO 2: LET c$(i,1)="H":
 LET c$(i,2)="A": NEXT i: LET d$
(1,1)="B": LET d$(2,1)="K": LET
d$(1,2)="I": LET d$(2,2)="J": RE
TURN
1025 BORDER 0: BEEP 0.1,0: PAPER
 0: CLS
1030 FOR i=9 TO 21
1050 IF i/2=INT (i/2) THEN  PRIN
T AT i,0; PAPER 2; INK 7;"E E E
E E E E E E E E E E E E E ": GO
TO 1070
1060 PRINT AT i,0; PAPER 2; INK
7;"F F F F F F F F F F F F F F F
 F "
1070 NEXT i
1080 RETURN
1100 FOR j=1 TO 3
1110 IF s(j)=6500 THEN  GO SUB 3
500
1130 IF s(j)=6700 THEN  GO SUB 3
700
1140 IF s(j)=6800 THEN  GO SUB 3
800: LET s(j)=0
1150 IF s(j)=6900 THEN  GO SUB 3
800: GO SUB 3900
1160 NEXT j
1170 RETURN
1510 PLOT bx,by
1520 DRAW 2,-2: PLOT bx,by: DRAW
 -2,-2
1530 PLOT bx-4,by-2: DRAW 8,0: D
RAW 2,-3: DRAW 0,-9: DRAW 1,-3:
DRAW 2,-2: DRAW -17,0: DRAW 2,2:
 DRAW 1,3: DRAW 0,9: DRAW 2,3
1540 PLOT bx,by-4: DRAW -2,-2: D
RAW 0,-10: DRAW -1,-1
1550 IF br=1 THEN  PLOT bx+4,by-
19: DRAW 0,-25
1560 RETURN
2010 BEEP .5,0: BEEP .5,-5: BEEP
 .5,-3: BEEP .75,-10
2020 PRINT AT 2,10; FLASH 1;"B O
 N U S"
2030 FOR k=bon TO 0 STEP -10
2040 PRINT AT 0,0;"SC-";sc;" ";A
T 0,9;"BONUS ";bon;" ";AT 0,20;"
LIVES ";l
2045 IF sc/5000=INT (sc/5000) TH
EN  LET l=l+1: PRINT AT 3,10;"EX
TRA MAN": BEEP .5,20: BEEP .1,30
: PRINT AT 3,10;"         "
2050 LET sc=sc+10: LET bon=bon-1
0
2060 BEEP 0.005,bon*.0869: NEXT
k
2070 LET x=0: LET co=0: LET co1=
15: LET y=8: LET c=c+1: IF c=ms
THEN  GO TO 9000
2090 GO TO 40
3510 FOR i=9 TO 12: PRINT AT i,4
```

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All the speed and excitement of championship squash is now available at your fingertips in a game so realistic – you'll need a shower afterwards!

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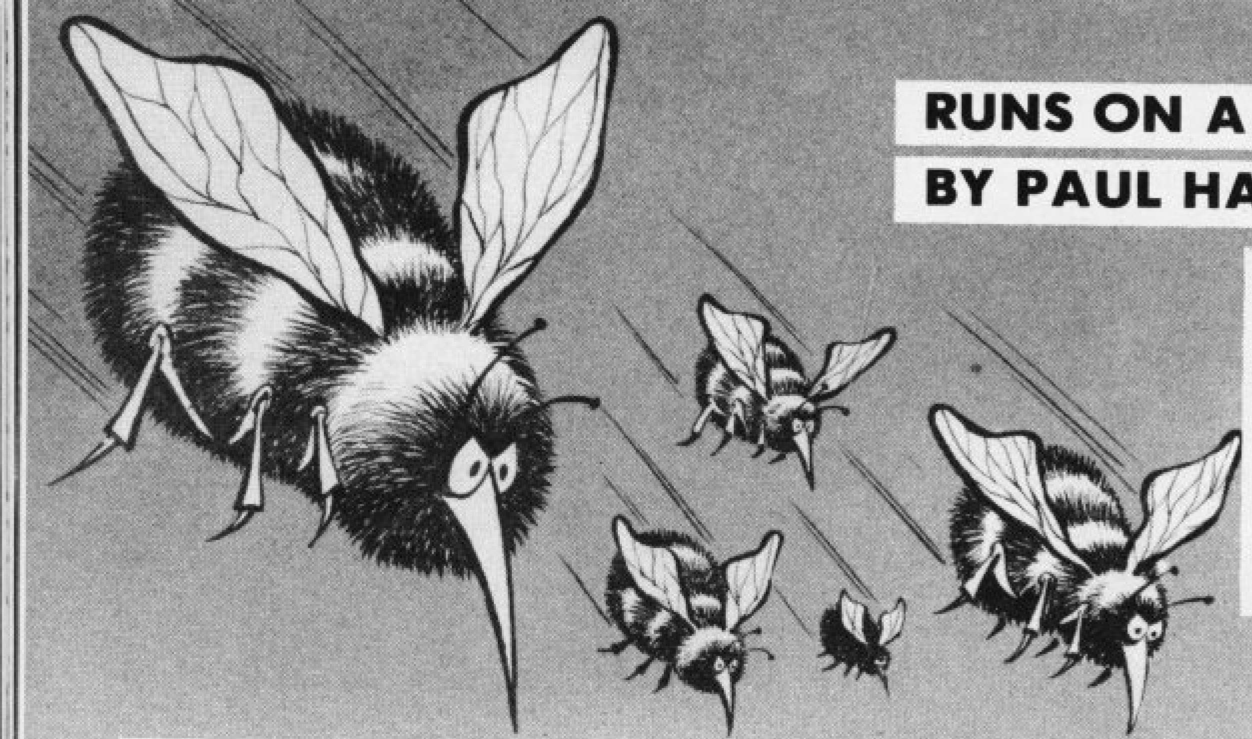
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```
;"          ": NEXT i
3520 LET f$="MLMLMLLMMML"
3530 PRINT  INK 6;AT i,4;f$
3540 RETURN
3710 FOR i=9 TO 12: PRINT AT i,7
; PAPER 5;"                ":
NEXT i
3720 LET t$="RST"
3730 RETURN
3810 FOR i=9 TO 12: PRINT AT i,7
;"    ";AT i,22;"    ": NEXT i
3820 RETURN
3910 LET i=12: PRINT AT i,7;" NO
 ";AT i,22;" NO ";AT i-1,7; INK
6;" PP";AT i-1,22;" PP"
3920 LET f$="ML"
3930 RETURN
6110 LET fx=29-co
6120 IF ATTR (8,fx)>64 OR ATTR (
8,fx+1)>64 THEN  GO TO 7000
6130 PRINT AT 8,fx; INK 2;"C"; I
NK 6;"D";" "
6140 IF fx=1 THEN  PRINT AT 8,fx
;"  "
6150 IF fx=x THEN  BEEP 0.06,10:
 BEEP 0.06,20: LET sc=sc+10
6160 RETURN
6210 LET ax=co1
6220 IF ATTR (6,ax)>64 OR ATTR (
6,ax+1)>64 THEN  GO TO 7000
6230 PRINT AT 6,ax; INK 4;"B "
6240 IF ax=1 THEN  PRINT AT 6,ax
;"  "
6250 RETURN
6410 IF ATTR (8,co+1)>64 OR ATTR
 (8,co)>64 THEN  GO TO 7000
6420 PRINT AT 8,co; INK 4;" G"
6430 IF co=28 THEN  PRINT AT 8,c
o+1;" "
6440 RETURN
6510 LET px=co/4
6520 PRINT AT 9,px+4;" "; INK 7;
 PAPER 2;"sh137"
6530 IF co=28 THEN  PRINT AT 9,p
x+5;"    "
6540 LET f$=f$(LEN f$)+f$( TO LE
N f$-1): PRINT AT 13,4; INK 6;f$
: RETURN
6605 IF cy+.1>=8 THEN  LET ca=1:
 BEEP 0.05,20
6610 LET bax=29-co: LET cy=cy-ca
6620 IF ATTR (cy,bax)>64 THEN  G
O TO 7000
6630 PRINT AT 6,bax+1;" ";AT 7,b
ax+1;" ";AT 8,bax+1;" "
6640 PRINT AT cy,bax;"C"
6650 LET ca=ca-1/3
6660 IF bax=1 THEN  PRINT AT cy,
bax;"  "
6690 RETURN
6708 LET tu=0
6710 IF co>1 THEN  IF co<9 THEN
 LET tu=1
6720 IF co>9 THEN  IF co<18 THEN
 LET tu=2
6730 IF co>18 THEN  IF co<27 THE
N  LET tu=3
6740 IF tu=1 THEN  PRINT  PAPER
5;AT 9,9;"    ";AT 10,9; INK 4;t$
: GO TO 6760
6750 PRINT  PAPER 5; INK 4;AT 9,
9;t$;AT 10,9; PAPER 5;"    "
6760 IF tu=2 THEN  PRINT  PAPER
5;AT 9,14;"    ";AT 10,14; INK 4;
t$: GO TO 6780
6770 PRINT  PAPER 5; INK 4;AT 9,
14;t$;AT 10,14; PAPER 5;"    "
6780 IF tu=3 THEN  PRINT  PAPER
5;AT 9,19;"    ";AT 10,19; INK 4;
t$: GO TO 6795
6790 PRINT  PAPER 5; INK 4;AT 9,
19;t$;AT 10,19; PAPER 5;"    "
6795 RETURN
6910 IF co>22 THEN  LET fi=1: GO
 TO 6930
6920 LET fi=2
6930 IF fi=2 THEN  GO TO 6950
6935 PRINT  INK 6;AT 11,8;"PP";A
T 10,8;"PP";AT 9,8;"PP";AT 8,8;"
PP";AT 7,8;f$: IF x=8 OR x=9 THE
N  GO TO 7000
6940 PRINT AT 7,23;"  ";AT 8,23;
"  ";AT 9,23;"  ";AT 10,23; INK
6;f$: GO TO 6980
6950 PRINT  INK 6;AT 11,23;"  ";
AT 10,23;"  ";AT 9,23;"  ";AT 8,
23;"  ";AT 7,23;f$: IF x=23 OR x
=24 THEN  GO TO 7000
6960 PRINT AT 7,8;"  ";AT 8,8;"
 ";AT 9,8;"  ";AT 10,8; INK 6;f$
6980 LET f$=f$(2)+f$(1)
6990 RETURN
7010 IF ATTR (y+1,x)<>23 THEN  L
ET y=y+1: FOR z=1 TO 5: BEEP 0.0
05,z*6: NEXT z: GO TO 7030
7020 GO TO 7090
7030 PRINT AT y-2,x; PAPER 5*((s
(1)=6700 OR s(2)=6700 OR s(3)=67
00) AND y>10);" ";AT y-1,x;"&";A
T y,x;"%": BEEP 0.04,20-y: GO TO
 7010
7090 PRINT AT 3,10; FLASH 1;"  D
EAD  "
7100 FOR g=1 TO 40
7110 PRINT  INK INT (RND*8); OVE
R 1;AT y,x;" ";AT y-1,x;" "
7120 BEEP 0.01,g: BEEP 0.01,40-g
: NEXT g
7130 PRINT AT y,x; INK 7; BRIGHT
 1;"+";AT y-1,x;" "
7150 BEEP 1,0: BEEP 1,-30: BEEP
1,-1
7160 LET l=l-1: IF l=0 THEN  GO
TO 8000
7190 LET x=0: LET y=8: LET co=0:
 LET co1=15: GO TO 40
8000 CLS : PRINT AT 10,0;"POOR H
UNCHBACK YOU FAILED !!!!!!"
8010 FOR i=1 TO 60: BEEP 0.01,i:
 BEEP 0.01,i-30: NEXT i
8020 GO TO 9500
9000 LET sc=sc+1000: FOR i=1 TO
30: FOR j=0 TO 7: BORDER j: BEEP
 0.01-i/6000,i+j: NEXT j: NEXT i
9010 BORDER 0
9020 BEEP 0.5,20: CLS : PRINT AT
 10,0; FLASH 1;"YOU SUCCEEDED IN
 YOUR MISSION !!YOU MANAGED TO F
REE ESMERELDA !!"
9030 GO TO 9500
9500 IF sc>hs THEN  PRINT# 1: FL
ASH 1; BRIGHT 1;"YOUR SCORE IS T
HE HIGHEST SO FAR": FOR i=1 TO 1
0: BEEP 0.1,i*6: NEXT i: GO TO 9
520
9510 GO TO 9540
9520 INPUT "WHAT IS YOUR NAME ";
n$
9530 IF LEN n$>8 THEN  PRINT# 1:
"TOO LONG": BEEP 1,-40: GO TO 95
20
9535 LET hs=sc
9540 PRINT# 1;"PRESS ANY KEY FOR
 ANOTHER GAME"
9550 FOR z=1 TO 30: BEEP 0.005,z
*2: NEXT z: IF INKEY$="" THEN  G
O TO 9550
9560 GO TO 3
```



RUNS ON A COMMODORE 64

BY PAUL HAMMOND

You guessed it, it's Pengi the penguin in the ice field. The idea of the game is to guide Pengi around a maze of ice blocks, avoiding the rampaging snow bees to reach the next level.

You can get to the next of the 30 different levels by moving the bonus ice block (that's the funny-coloured one) to the bottom of the screen and by killing the snow bees. You have to kill eight snow bees plus two snow bees per level to reach the next screen. This is done by pushing an ice block onto them, but take care, because as fast as you try to squash them, they'll try to melt the ice to get at you.

You score 20 points per snow bee squashed, and 50 points every time you drop the bonus ice block by one level. Oh, and there's an extra life if you ever have the good fortune to reach level nine.

The listing will probably look a little unusual this month. Instead of all those confusing control symbols, we've substituted mnemonics inside square brackets. Don't type these in, but press the key they represent. So, if you:

SEE	PRESS
[GREEN]	Green key
[DOWN]	Cursor Down key
[HOME]	CLR/HOME key
[s V]	Shift + 'V'
[c −]	Commodore key + '−'

and so on. Of course, you won't actually see any of this displayed — you'll just get those confusing symbols on the screen.

If this method is a success, then we'll continue to use it in future listings, so we would welcome any comments.

```
10 PRINT"[CLEAR]":POKE53281,0:POKE53280,
0
20 POKE52,48:POKE56,48:CLR:POKE56334,PEE
K(56334)AND254:POKE1,PEEK(1)AND251
30 FORI=0TO511:POKE12288+I,PEEK(53248+I)
:NEXT:POKE1,PEEK(1)OR4
40 POKE56334,PEEK(56334)OR1
61 POKE53272,(PEEK(53272)AND240)+12
70 FORI=12784TO12983+48:READA:POKEI,A:NE
XT
100 DATA0,31,51,111,95,95,127,127,0,248,
204,246,250,250,254,254,127,127
101 DATA95,95,111,51,31,0,254,254,250,25
0,246,204,248,0
102 DATA0,0,3,7,15,25,49,51,0,0,192,224,
240,152,140,204,121,127,127,255,240,255
103 DATA127,63,158,254,254,255,15,255,25
4,252
104 DATA0,3,7,7,15,12,12,8,0,192,224,240
,184,254,240,224,9,11,11,7,4,4
105 DATA,8,14,224,224,224,192,136,80,32,
0
```

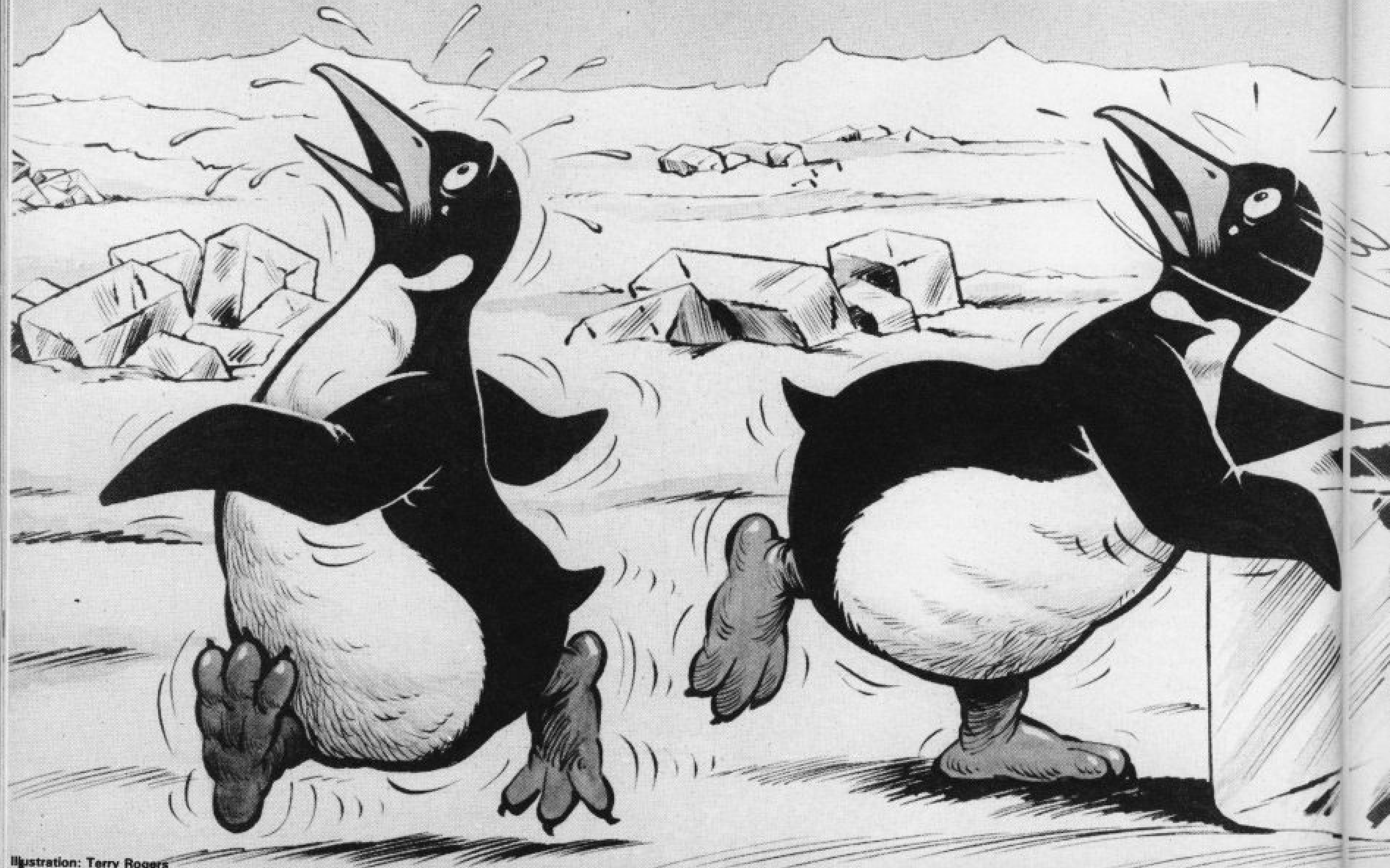
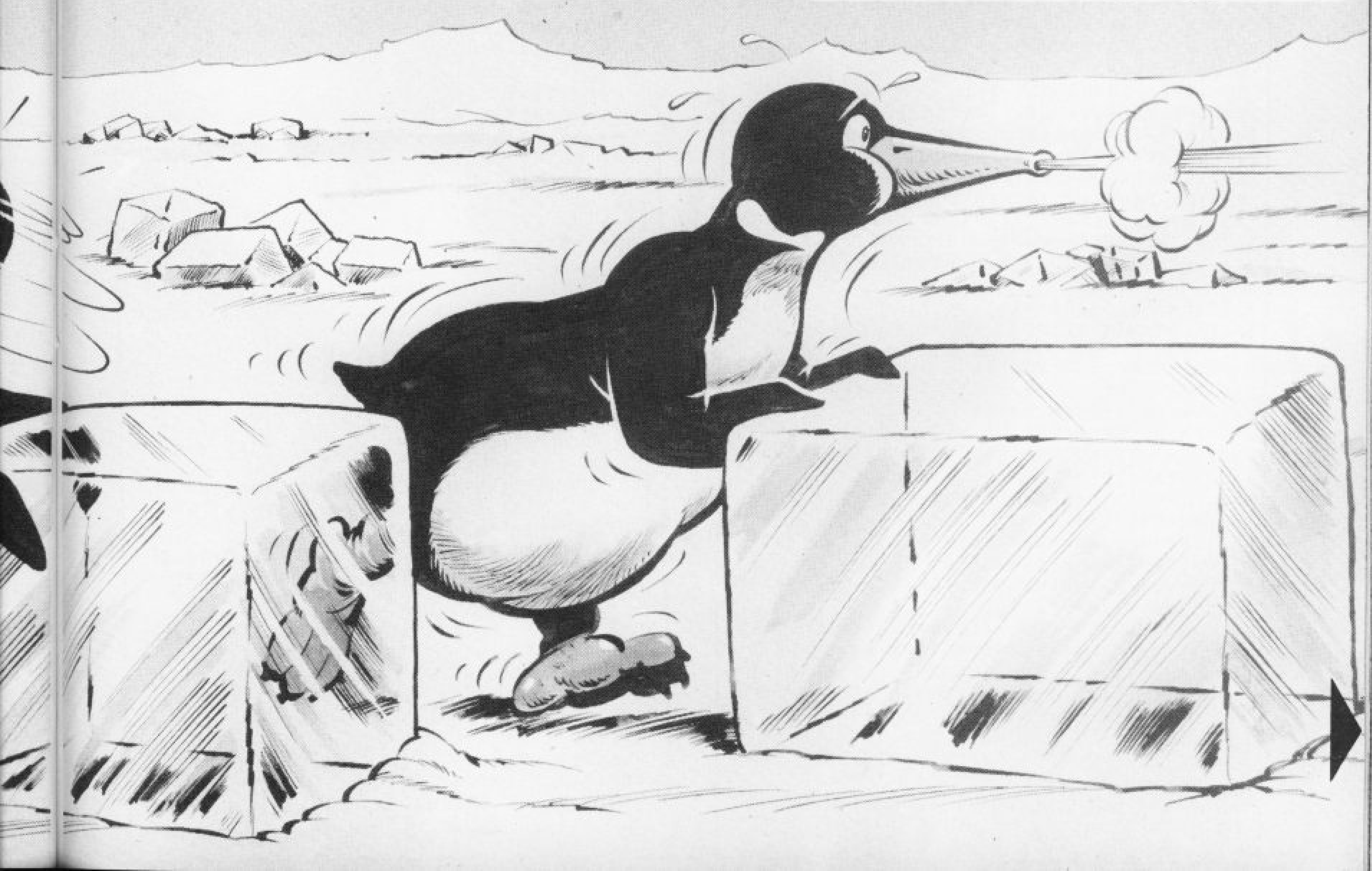


Illustration: Terry Rogers

PENGI

```
106 DATA0.192.224.224.240.48.48.16.0.3.7
.15.29.127.15.7.144.208.208.224.32.32
107 DATA16.112.7.7.7.3.17.10.4.0
108 DATA0.3.77.15.29.29.29.0.192.224.224
.240.184.184.184.29.27.27
109 DATA31.23.2.6.0.184.216.216.248.232.
64.96.0
110 DATA0.3.5.6.10.22.23.23.0.192.160.96
.80.232.232.232.23.23.23.31.23.2.6.0
111 DATA232.232.232.248.232.64.96.0
112 DATA204.51.204.51.204.51.204.51
114 DATA255.255.255.255.255.195.207.195.
243.195.255.255.255.255.255.255
115 DATA255.255.255.255.255.3.51.51.51.3
.255.255.255.255.255.255
116 DATA56.120.112.96.96.102.63.30.28.54
.98.102.120.190.70.124.56
170 GOTO1000
180 POKE54296.15:POKE54278.128:POKE54276
.0:POKE54273.20:POKE54272.100
190 DIMD(30).X(30).Y(30):LI=3:SC=0
200 M=2:FX=8
201 POKE53265.PEEK(53265)AND239:PRINT"[C
LEAR][DOWN][DOWN][GREEN][s V][s V][s V][
s V][s V][s V][s V][s V][s V][s V][s V][
s V][s V][s V][s V][s V][s V][s V][s V][
s V][s V][s V][s V][s V][s V][s V][s V][
s V][s V][s V][s V][s V][s V][s V][s V][
s V][s V][s V][s V][s V]";
202 FORI=0TO9:PRINT"[s V][BLUE]>?>?>?>?>
?>?>?>?>?>?>?>?>?>?>?>?>?>?>?[GREEN][s V
]";
203 PRINT"[s V][BLUE][s *][s A][s *][s A
][s *][s A][s *][s A][s *][s A][s *][s A
][s *][s A][s *][s A][s *][s A][s *][s A
][s *][s A][s *][s A][s *][s A][s *][s A
][s *][s A][s *][s A][s *][s A][s *][s A
][s *][s A][GREEN][s V]";:NEXT
204 PRINT"[s V][s V][s V][s V][s V][s V]
[s V][s V][s V][s V][s V][s V][s V][s V]
[s V][s V][s V][s V][s V][s V][s V][s V]
[s V][s V][s V][s V][s V][s V][s V][s V]
[s V][s V][s V][s V][s V][s V][s V][s V]
[s V][s V]";
210 BE$="[GREEN][s B][s C][DOWN][LEFT][L
EFT][s D][s E]":P$(1)="[RED][s F][s G][Y
ELLOW][DOWN][LEFT][LEFT][s H][s I]":P$(2
)="[RED][s K][s J][YELLOW][DOWN][LEFT][L
EFT][s M][s L]":P$(3)="[RED][s N][s O][D
OWN][LEFT][LEFT][s P][s Q]"
211 P$(4)="[RED][s R][s S][DOWN][LEFT][L
EFT][YELLOW][s T][s U]":BL$="[WHITE]  [D
OWN][LEFT][LEFT]  ":UP$="[HOME][DOWN][DO
WN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][
DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN
][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DO
WN][DOWN][DOWN][DOWN]"
212 CU$="[BLUE]>?[DOWN][LEFT][LEFT][s *]
[s A]"
214 PRINT"[HOME][DOWN][DOWN]":FORI=0TO17
:PRINT"[UP][RIGHT][RIGHT][RIGHT]  [RIGHT
][RIGHT]  [RIGHT][RIGHT]  [RIGHT][RIGHT]
  [RIGHT][RIGHT]  [RIGHT][RIGHT]  [RIGHT
][RIGHT]  [RIGHT][RIGHT]  [RIGHT][RIGHT]
  [RIGHT][RIGHT][RIGHT][DOWN]";
```



```
215 NEXT:PRINT"[HOME][DOWN][DOWN][DOWN]"
216 FORI=0TO1:PRINT"[RIGHT][RIGHT][RIGHT]
][RIGHT][RIGHT]   [RIGHT][RIGHT][RIGHT][R
IGHT]   [RIGHT][RIGHT][RIGHT][RIGHT]   [RI
GHT][RIGHT][RIGHT][RIGHT]   [RIGHT][RIGHT
][RIGHT][RIGHT]   [RIGHT][RIGHT][RIGHT][R
IGHT]   [RIGHT][RIGHT][RIGHT]";:NEXT
217 PRINT"[HOME][DOWN][DOWN][DOWN][DOWN]
[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOW
N][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][D
OWN][DOWN]";
218 FORI=0TO1:PRINT"[RIGHT][RIGHT][RIGHT
][RIGHT][RIGHT]   [RIGHT][RIGHT][RIGHT][R
IGHT]   [RIGHT][RIGHT][RIGHT][RIGHT]   [RI
GHT][RIGHT][RIGHT][RIGHT]   [RIGHT][RIGHT
][RIGHT][RIGHT]   [RIGHT][RIGHT][RIGHT][R
IGHT]   [RIGHT][RIGHT][RIGHT]";:NEXT
220 X=19:Y=12:Y1=4:SB=0:X1=INT(RND(1)*8)
+1:X1=X1*4:X1=X1+1
222 H=4:PRINTLEFT$(UP$,Y)SPC(X);P$(H)
223 FORI=0TO30
224 U=INT(RND(1)*18)+1:R=INT(RND(1)*9)+2
:U=U*2+1:R=R*2
225 IFPEEK(1024+R+U*40)=32THEN224
226 PRINTLEFT$(UP$,R)SPC(U);BL$:NEXT
230 FORI=1TOM
234 X(I)=INT(RND(1)*18)+1:Y(I)=INT(RND(1
)*9)+2:X(I)=X(I)*2+1:Y(I)=Y(I)*2
235 IFPEEK(1024+X(I)+Y(I)*40)<>32THEN234
236 IFPEEK(1024+X(I)+Y(I)*40+1)<>32THEN2
34
238 PRINTLEFT$(UP$,Y(I))SPC(X(I));BE$:NE
XT
250 PRINT"[WHITE][HOME][RIGHT][RIGHT][RI
GHT][c -]CORE          [s +]EVEL"M-1"
   [s +]IVES"LI
251 POKE53265,PEEK(53265)OR16:FORT=0TO50
0:NEXT
300 FORI=1TOM:PE=PEEK(56320)
301 IFPEEK(55296+X+Y*40)=5THEN960
303 IFPE=127THEN400
305 PRINTLEFT$(UP$,Y)SPC(X);BL$
310 IFPE=123THENH=2:A=-2:B=0:IFPEEK(1024
+X+Y*40-1)=32THENX=X-2
312 IFPE=119THENH=1:A=2:B=0:IFPEEK(1024+
X+Y*40+3)=32THENX=X+2
314 IFPE=125THENH=4:B=2:A=0:IFPEEK(1024+
X+Y*40+80)=32THENY=Y+2
316 IFPE=126THENH=3:B=-2:A=0:IFPEEK(1024
+X+Y*40-80)=32THENY=Y-2
320 IFPE>112THEN380
321 PRINTLEFT$(UP$,Y)SPC(X);P$(H)
322 IFB=-2ANDY-4<3THEN380
323 IFB=2ANDY+2>21THEN380
324 IFA=-2ANDX-1<3THEN380
325 IFA=2ANDX+2>36THEN380
326 IFPEEK(55296+X+A+Y*40+B*40)<>6THEN380
327 PRINTLEFT$(UP$,Y+B)SPC(X+A);BL$
328 PRINTLEFT$(UP$,Y+B+B)SPC(X+A+A);CU$
330 FORT=1TOM
335 IFPEEK(55296+X(T)+Y(T)*40)=6THENPOKE
54276,17:D(T)=1:SC=SC+20:FORU=0TO30:NEXT
U
336 POKE54276,0:NEXTT
380 PRINTLEFT$(UP$,Y)SPC(X);P$(H)
400 IFD(I)=1THEN700
405 PRINTLEFT$(UP$,Y(I))SPC(X(I));BL$
410 IFX>X(I)ANDPEEK(55296+X(I)+Y(I)*40+2
)<>6THENX(I)=X(I)+2
415 IFX<X(I)ANDPEEK(55296+X(I)+Y(I)*40-2
)<>6THENX(I)=X(I)-2
420 IFY>Y(I)ANDPEEK(55296+X(I)+Y(I)*40+8
0)<>6THENY(I)=Y(I)+2
425 IFY<Y(I)ANDPEEK(55296+X(I)+Y(I)*40-8
0)<>6THENY(I)=Y(I)-2
500 PRINTLEFT$(UP$,Y(I))SPC(X(I));BE$
510 IFPEEK(1024+X1+Y1*40+80)<>32THEN530
520 POKE54276,17:POKE54273,Y1+6:PRINTLEF
T$(UP$,Y1)SPC(X1);BL$:Y1=Y1+2
525 SC=SC+50:POKE54276,0:POKE54273,20
530 PRINTLEFT$(UP$,Y1)SPC(X1)"[BLUE][s W
][s Y][DOWN][LEFT][LEFT][s X][s Z]"
540 IFY1=20ANDSB>FXTHEN900
610 PRINT"[HOME][RIGHT][RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][WHITE]"
SC
620 NEXT:GOTO300
700 X(I)=INT(RND(1)*18)+1:Y(I)=INT(RND(1
)*9)+2:X(I)=X(I)*2+1:Y(I)=Y(I)*2
705 IFPEEK(55296+X(I)+Y(I)*40)<>6THEN700
710 PRINTLEFT$(UP$,Y(I))SPC(X(I));"[WHIT
E]>?[DOWN][LEFT][LEFT][s *][s A]"
711 PRINTLEFT$(UP$,25)"              A NEW
BEE HATCHES!"::FORT=0TO400:NEXTT
714 PRINTLEFT$(UP$,25)"
          "::SB=SB+1
715 PRINTLEFT$(UP$,Y(I))SPC(X(I));BE$
720 D(I)=0:GOTO510
900 LV=LV+1:FX=FX+2:IFLV=8THENLI=LI+1
910 SC=SC+100:IFM<30THENM=M+1
911 PRINT"[HOME][DOWN][DOWN][DOWN][DOWN]
[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOW
N][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][D
OWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN]
    [WHITE]WELL DONE PREPARE FOR LEVEL"
M-1:
912 POKE54276,17:FORI=0TO100STEP.3:POKE5
4273,I:NEXTI:POKE54276,0:POKE54273,20
915 FORI=0TO1000:NEXT
950 GOTO201
960 LI=LI-1:PRINT"[HOME][RIGHT][RIGHT][R
IGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]
[RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGH
T][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT
][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT]"LI
962 POKE54276,17
963 FORI=0TO40:FORT=1TO4:PRINTLEFT$(UP$,
Y)SPC(X);P$(T):POKE54273,I:NEXT:NEXT
965 POKE54276,0:FORT=0TO1000:NEXT
966 IFLI=0THEN1000
975 GOTO201
1000 PRINT"[CLEAR][BLUE]"
1001 PRINT"[RIGHT][RIGHT]>?>?>? >?>?>? >
?    >? >?>?>? >?  >?"
1002 PRINT"[RIGHT][RIGHT][s *][s A][s *]
[s A][s *][s A] [s *][s A][s *][s A][s *
][s A] [s *][s A]     [s *][s A] [s *][s
A][s *][s A][s *][s A] [s *][s A]  [s *]
[s A]"
1003 PRINT"[RIGHT][RIGHT]>?  >? >?      >
?>?  >? >?    >?  >?"
1004 PRINT"[RIGHT][RIGHT][s *][s A]  [s
*][s A] [s *][s A]     [s *][s A][s *][s
 A]  [s *][s A] [s *][s A]      [s *][s A
]  [s *][s A]"
1005 PRINT"[RIGHT][RIGHT]>?>?>? >?>?>? >
?  >?>? >?       >?"
1006 PRINT"[RIGHT][RIGHT][s *][s A][s *]
[s A][s *][s A] [s *][s A][s *][s A][s *
][s A] [s *][s A]  [s *][s A][s *][s A]
[s *][s A]      [s *][s A]"
1007 PRINT"[RIGHT][RIGHT]>?       >?    >
?   >? >?  >?  >?"
1008 PRINT"[RIGHT][RIGHT][s *][s A]
[s *][s A]     [s *][s A]     [s *][s A]
[s *][s A]  [s *][s A]    [s *][s A]"
1009 PRINT"[RIGHT][RIGHT]>?       >?>?>? >
?    >? >?>?>?   >?"
1010 PRINT"[RIGHT][RIGHT][s *][s A]
[s *][s A][s *][s A][s *][s A] [s *][s A
]    [s *][s A] [s *][s A][s *][s A][s *
][s A]   [s *][s A]"
1011 PRINT"[DOWN][DOWN][DOWN][GREEN]
       [s B][s C] [s B][s C] [s B][s C]
  [RED][s F][s G][BLUE]>?     "
1012 PRINT"[GREEN]              [s D][s E]
[s D][s E] [s D][s E]   [YELLOW][s H][s
I][BLUE][s *][s A]
       "
1013 PRINT"[WHITE][DOWN][RIGHT][RIGHT][R
IGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]
USE JOYSTICK IN PORT 2"
1014 PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT
][RIGHT]FIRE TO PUSH ICE"
1015 PRINT"[DOWN][DOWN][RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][RIGHT][RIGHT]FIRE TO START
"
1020 IFPEEK(56320)<>111THEN1020
1030 RUN180
```

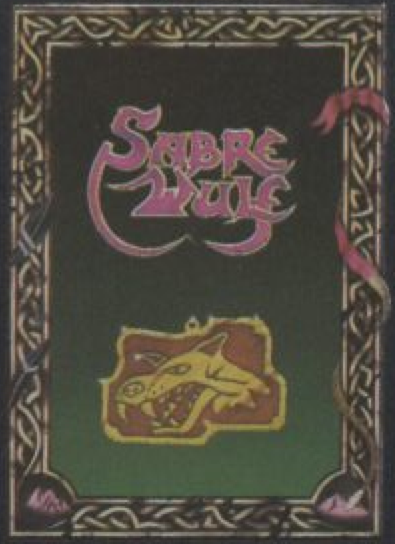

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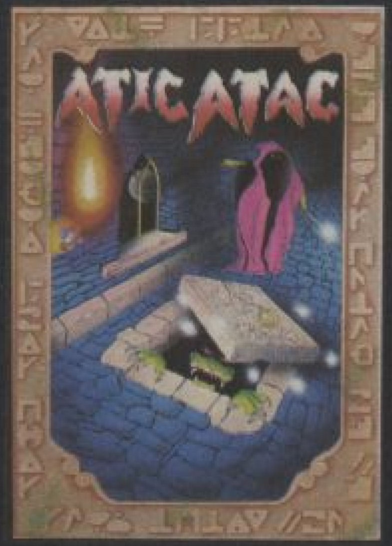
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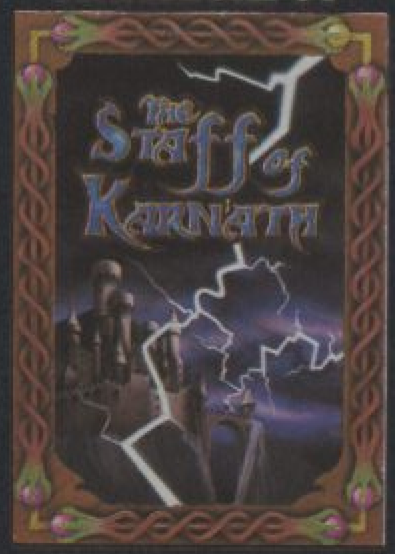
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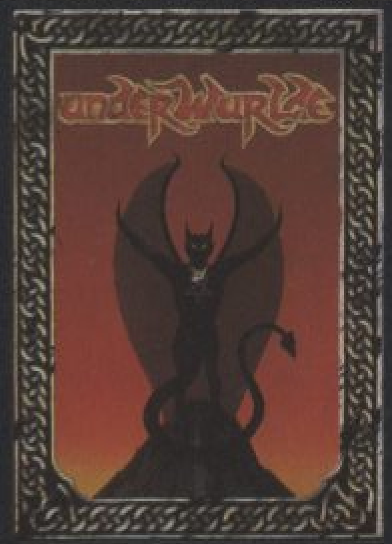
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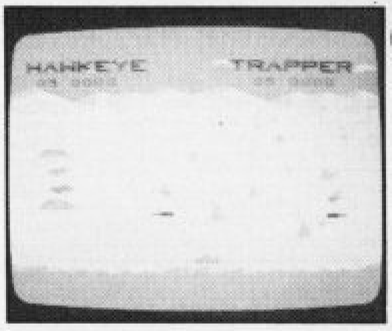
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HIGH PERFORMANCE PROGRAMS



Suddenly a whole bunch of software for the dear old Texas materialised in the office. So we dusted off our machine, sat our long standing Texas reviewer, DENNIS HEMMINGS, down in front of the TV screen and told him to get on with it! So here's a run down of some of the hottest games around for the TI. And you just won't believe some of them . . .



1 M*A*S*H

Optional speech synthesizer
SUPPLIER: Parco Electrics
PRICE: £14.95 (ROM)

Following on the success of the popular TV series, this module should be popular with all M*A*S*H fans.

The object of the game is to collect the wounded men with a helicopter and lift them to MASH HQ for surgery, using keyboard or joystick.

Among the options are rescue with tank fire and surgery, rescue with cease fire and surgery, rescue only with tank fire, and rescue only with cease fire.

Helicopter graphics and sound are well simulated and scores for both Trapper and Hawkeye are displayed at the top of the screen during both rescue and surgery.

If you are using a speech synthesizer, then comments like "butterfingers", and other caustic comments are heard, depending on your abilities in the surgery.

If you've limbered up on *Microsurgeon*, this kind of event should be commonplace. I did find that the scalpel response to the joystick was not as good as the keyboard which got all the running comments.

Points are awarded for each man collected from the battlezone.

• Graphics	7
• Sound	7
• Value	8
• Playability	8

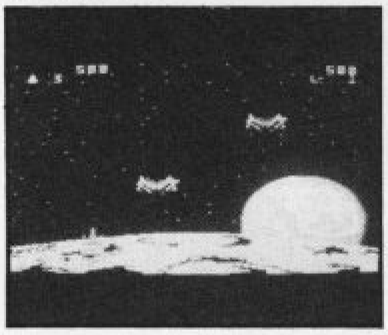
2 DEMON ATTACK

SUPPLIER: Parco Electrics
PRICE: £17.50 (ROM)

While waves of demons attacking the outposts of our planet would seem old hat, occasionally a rare spark in programming comes up with something that lifts a game out of the ordinary. Imagic have certainly managed this, with smooth graphics and the most imaginative demons I've yet seen.

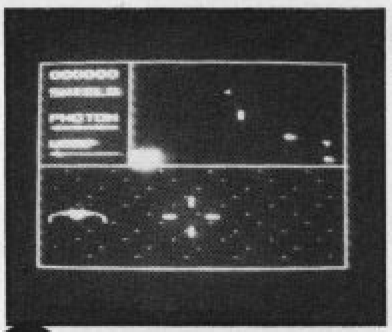
Using a laser cannon moving across the bottom of the screen, you are battling against six waves of attack by ten different species. Each generation gets faster and more agile and, since they are armed with fairly smart missiles, you need to be very quick.

Having succeeded in defeating the irate beings, the cannon moves across a starry background to their base, Pandemonium, on the lunar surface. A demon, flanked on either side of what seems to be two giant cobras appears. Eagle-like creatures descend at speed and they also need fast bursts with the trusty laser.



Having overcome these obstacles, the demon's head detaches itself, but is protected by suicidal patrollers which proceed to hurl everything at you.

• Graphics	10
• Sound	9
• Value	10
• Playability	10



3 STAR TREK

Optional speech synthesizer
SUPPLIER: Parco Electrics
PRICE: £24.80 (ROM)

This is an opportunity for all Trekkies to fight the Klingon fleet in the privacy of their own home. After an impressive view of the Enterprise, we are welcomed aboard by the voice of our logical, long-eared friend, Spock.

Commanding from the bridge of the *Enterprise*, you have sight of three screens, giving you an overall impression of what you've got to hit 'em with.

The top left hand screen displays score, shields, photon, and warp — top right shows radar scanner and lower screen 3D viewer.

Control of all weapons and warp drive is either by joystick or keyboard, as is movement of the ship. You must bear in mind not to miss the amount of photon torpedoes, energy shield or warp left on the top left hand screen, while you're blasting away at all and sundry. Points are awarded for Klingons, anti-matter saucers, Nomads and used and unused starbases. As each sector number increases, so certain multiplying factors increase your score.

This is a fast response game that will keep you interested.

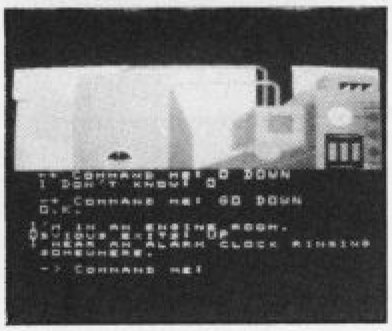
• Graphics	8
• Sound	8
• Value	9
• Playability	9

4 PIRATE'S ISLE

SUPPLIER: Parco Electrics
PRICE: £17.50 (ROM)

My first introduction to Adventure games was via the Scott Adams "text only" games, and how I wished for something with some visuals! This particular game fulfills this dream and is a sequel to *Pirate's Adventure*. Starting with a rather strange jumbled image from the inside of a boat, the object is to locate 13 hidden treasures and deposit them in a secret place to obtain points.

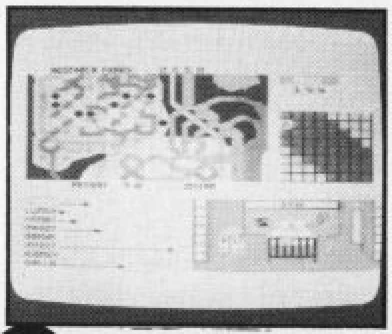
Scott's humour is liberally sprinkled throughout the game which has interesting visual locations for you to become confused in. There are also clues for those who have not played *Pirate's Adventure*, so you can get straight in at the deep end, so to speak. If you have a printer, there are options to use this to plan moves and partly played games can be saved to cassette, or, if you are more fortunate, disc drive.



Making a map of your movements will aid your travels in the search for treasures, but don't forget that some of the clues are in the graphics which give very good perspective views.

To those of you who like a little more than the text Adventures offered for the TI — take a serious look at this one.

• Graphics	9
• Sound	n/a
• Value	9
• Playability	9



5 MICROSURGEON

Optional speech synthesizer
SUPPLIER: Parco Electrics
PRICE: £17.50 (ROM)

Imagic developed this game for Texas which uses the speech synthesizer to good effect. If you have fancied your chances as a part time surgeon, now is the time to put your skills to the test. Selecting from student, intern or surgeon expertise, you then have a choice from up to a 1,000 patients!

Various symbols identify the following conditions — tar deposits, cholesterol, gallstones, kidney stones, tapeworms (yuck!), and tumours. Using ultrasonic rays, antibiotics, or aspirin by selecting 1, 2 or 3 on the keyboard, you can then decide on the surgical probe speed by keying 7 or 8.

Movement of the probe is made by either keyboard or joystick, the medication chosen being released by firebutton or key.

The multi-screen graphics are superb and display the following: position of robot probe in body, status of patient with condition of individual organs and close up scanner with magnified position of probe and hospital room.

• Graphics	10
• Sound	9
• Value	10
• Playability	10

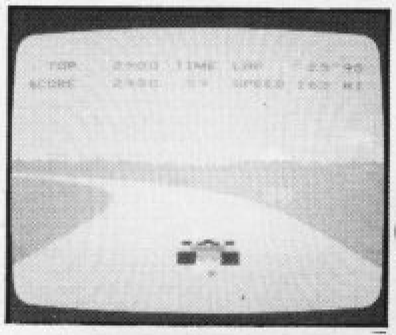
6 POLE POSITION

SUPPLIER: Parco Electrics
PRICE: £24.50 (ROM)

This now legendary motor-racing game by Atari gives realistic racing effects using either joystick or keyboard control. Select from either novice, experienced or advanced level, choose the number of laps between one and eight, and you are away!

You must qualify before actually participating in a race and achieve a lap time of 73 seconds or better. Sounds are effective, ranging from tyre squeal and explosions, to bumping over the verge, and realistic engine noises. Atari have also been thoughtful enough to provide alternative key selections for both left handed and right handed players.

• Graphics	9
• Sound	9
• Value	9
• Playability	9

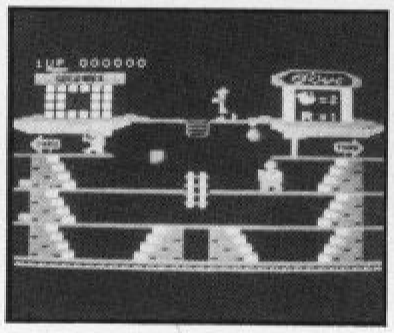


POPEYE

JOYSTICK ONLY
SUPPLIER: Parco Electrics
PRICE: £24.80 (ROM)

You play the part of Popeye, and the object is to catch all of Olive's hearts, notes, and cries for help before they hit the water and sink, while avoiding Brutus — I always thought it was Bluto — Sea Hags, and vultures.

Popeye has three levels — Sweet Hearts, Love Notes, and H-E-L-P. We'll deal with the standard assets Popeye can use on each level, the first being spinach. This appears randomly on each screen and, to use its power, place our nautical hero over it and depress the fire button. He can then attack Brutus and knock him overboard.



On level one, there is near the centre of the screen a punch bag and bucket. Should Popeye thump the bag when Brutus is underneath, the bucket falls, stopping Brutus in his tracks and gaining extra points.

On level two, a different scenario is set, in the shape of a house. See-saws, bouncing Sweetpeas and Brutus attack Popeye. At level three, sliding platforms help him move around, while he can punch marauding vultures which swoop down. Incidentally, Brutus has the ability to swing a punch from the floor above to KO Popeye.

The music is excellent, the graphics are the tops, and the game is an authentic copy of the arcade version.

The price might seem a little heavy but, when you calculate how much you drop in the coin slots, it all becomes relative!

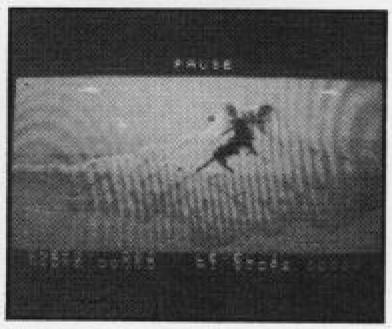
• Graphics	10
• Sound	10
• Value	10
• Playability	10

8 FATHOM

Optional speech synthesizer
SUPPLIER: Parco Electrics
PRICE: £17.50 (ROM)

Fathom is certainly different. You transform from a seagull into a dolphin to carry out a quest for bits of a magical trident.

Motion as a seagull is sustained by pressing the fire button to flap the wings, or alternatively Q,Y or V on the keyboard, with left and right stick, or S,K and D,K on the keys for left and right movement. While flying, touching clouds gains you energy and hitting ravens depletes it. In the volcanic area, the lava loses energy at certain levels, so you are constantly fighting against a dropping figure on the screen, plus a female voice warning "Beware your energy, mortal".



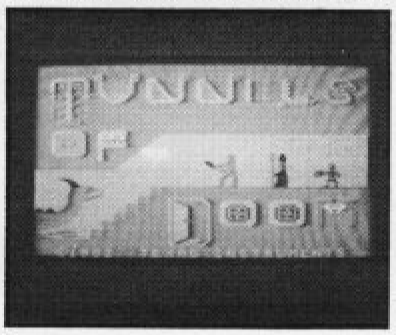
For the transition from the form of a seagull to that of a dolphin, press F or L key to pull the joystick towards you while pressing the fire button. While moving through the sea, try to avoid jellyfish, crabs, sharks and the octopus guarding the wreck, as they all take energy away, as do encounters with the coral.

• Graphics	9
• Sound	9
• Value	10
• Playability	10

9 TUNNELS OF DOOM

SUPPLIER: Parco Electrics
PRICE: £24.00
(ROM + cassette)

Tunnels of Doom is the first fantasy offering available for the TI owner and offers two games. *Pennies and Prizes* is a game designed for children and demonstration



purposes. The dungeon is comprised of one to four floors and there are eight quest objects to find.

The game is for one player and options are given to construct a new dungeon or restock a previously prepared one.

Movements are made through the keys and "M" displays the unexplored and chartered areas. Party status reports are available and selections are shown for levels of difficulty.

Quest of the King is the main adventure and does contain monsters, weapons, and magical items. For a sample quest, select "continue current game" from the display. Three characters, Eric Seablade, Mauve d'Orm-mul, and Forestall Grimm are displayed and are given the opportunity to purchase rations and weapons from the store.

They then continue to move as directed by the player. The characters are able to fight, negotiate and change weapons. Quest objects have time limitations and throughout the Adventure a "clock" counts the steps taken by the trio. If you do not locate objects within a certain time, they are destroyed.

Secret doors, vaults, in fact the whole gamut of fantasy is involved in *Tunnels of Doom* which is an Adventure requiring lots of dedication.

You are able to select from the amount of floors in the dungeon and are asked a series of questions as to difficulty, armament, and nature of the player (fighter, wizard, hero or rogue).

However, the sample quest will enable you to establish the

feel of the game.

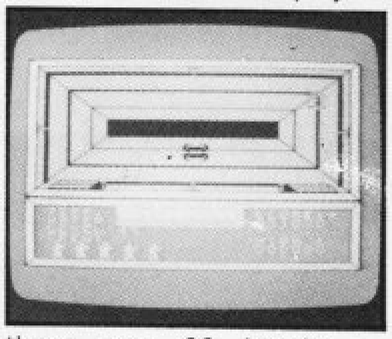
Moody background music and superb graphics really show the Texas at its best.

● Graphics	10
● Sound	9
● Value	10
● Playability	10

10 MOON MINE

Optional speech synthesizer
SUPPLIER: Parco Electrics
PRICE: £14.95 (ROM)

This cartridge game is a worthy successor to *Parsec* which is regarded by many Texas owners as a classic. The screen is a view through the window of the *USS Recovery*, moving through a mine shaft on the moon. Beneath the screen are the status gauges, showing the temperature of the lasers, the water level, and number of crew members remaining. The level of play —



there are 60 levels — together with current and high score is also shown.

Red cones on four sides of the screen represent lasers. The vertical lasers have limited mobility and unlimited range and conversely the horizontal ones have unlimited mobility and limited range.

Since the lasers are water cooled, it is necessary to replenish the supply which is done by ejecting a crew member into the mine shaft. While he is out there he only has 12 shots against monsters.

The placement of the crew is achieved by pressing the space bar, as is the removal. There are also opportunities to retrieve stolen treasures back from the Zygonaut, using the space bar and fire button.

If you are fortunate enough to have a speech module, this works in both English and Spanish. When you hear "Monstro ha destruido buque", you know you're in trouble!

● Graphics	10
● Sound	9
● Value	9
● Playability	10

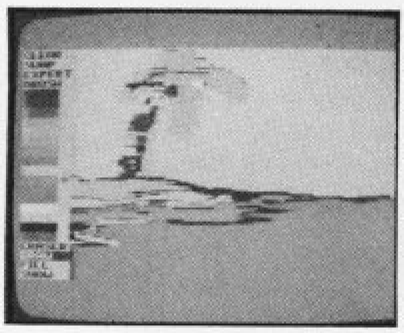
11 SUPERSKETCH

SUPPLIER: Parco Electrics
PRICE: £59.95

This particular sketchpad has been around in the States for some time and will now be welcomed by TI owners. It comprises a module which is connected to the graphics tablet by a cable. The tablet has various selection buttons at the top and the arm and pointer is utilised as you would a brush. On loading, the menu options are shown on the left hand side of the screen. By sliding the arm up and down, the cursor is also moved likewise on the menu.

Selecting from the 15 colours, you can opt to make your screen border, or start outlining from a range of nine brushes.

Lift allows you to place your "brush" anywhere on the screen before starting and any clanger you make can be altered, thanks to the *Erase* option. The *Fill* and *Swap* commands are great, enabling areas outlined by the brush to be coloured in, or colours exchanged as your artistic whim takes you. A warning. Be sure that all lines are joined properly before using fill or, to your horror, you will have wall to wall colour!



The *Texture* facility allows mixture of colours in a cross hatch effect, giving more possibilities. The option *Expert* selects yet another menu, giving *Box* (creating rectangles and squares of any size) and *HorV* (horizontal and vertical lines). Another feature from the menu, *Rays*, gives straight lines from any point, fanning out at lengths and angles of your choice.

Load and *Save* are the two remaining choices on the menu, giving you a chance to store your Rembrandts for posterity — or further improvement. When you *Load* a previously saved design, the formation of the picture is entertainment itself. For a user who wishes to repeat lots of circles etc., plastic stencils (available from most stationers) help you to get the most from your *Supersketch*.

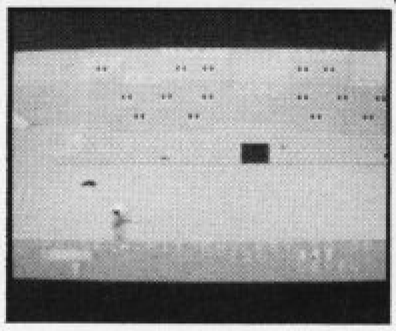
The manual provided is good and some pictures are supplied which clip straight on the pad to get you started. Lots of fun for all the family in this flexible package.

● Graphics	9
● Sound	n/a
● Value	8
● Playability	9

12 SLYMOIDS

SUPPLIER: Parco Electrics
PRICE: £19.95 (ROM)

This game presents three battlefields for our cowboy hero — grassy slopes overlooking the sea, a castle, and some mountainous terrain as a backdrop. A well created 3D effect is the background for hordes of black nasties to appear from all over the screen.



You can select from levels one to five and the aim is to shoot the Slymoids who gradually get larger and move faster. Another danger is the species which looks like a flying jellyfish which appears at the top of the screen before swooping lower and lower.

On clearing the screen, the graphics move smoothly left or right, at your discretion. You cannot enter the castle until the little beasts, arriving from every nook and cranny, are wiped out. Likewise for the grass area. You then move into the caves, where even the stalactites are untrustworthy, dropping from the roof and oozing towards you.

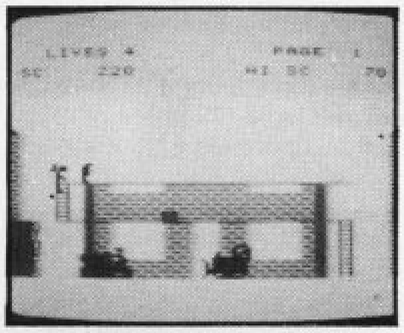
From the back of the cave hordes of bats arrive which must be dealt with in the same way. Points are scored by the location and types of Slymoid hit — the more difficult the shot, the more points you earn.

Each type of Slymoid has its own sound, so you have an early warning system. A little biology here. If spores escape off screen or land on the ground, they change into three new Slymoids.

Should **three** Slymoids get together in the same area, a new Slymoid is generated. Mary Whitehouse won't like this!

A lively game, with certainly different ideas. There are the usual excellent Texas graphics, with good use of sound and a joystick or keyboard option.

● Graphics	9
● Sound	9
● Value	9
● Playability	10



13 SUPERHOD

Extended Basic required
SUPPLIER: Parco Electrics
PRICE: £7.95 (Cass.)

Superhod's job is to shift materials from the store to his brickie on the scaffolding of a semi-finished house. On the way he is under threat from kamikaze dozers and dumpers which shunt backward and forward at alarming speeds on the site.

While you are able to use either joysticks or keyboard to make Superhod airborne, this is very temporary and is usually accompanied by the sound and attendance of an ambulance, resulting in a lost life.

Whenever he successfully delivers his bricks, another two layers are added to the structure at high speed by Superbrick, then it's back to the store for more punishment.

Points are gained by negotiating obstacles, dumpers and dozers, and by each layer built on the house.

When the house is completed, the next screen adds more obstacles, and so on.

While the graphics are rather Lego-like, they add to the appeal of this quite addictive game.

● Graphics	7
● Sound	7
● Value	8
● Playability	8



Dear Bughunter....

Dear BH,
I was going to type in *Gold Rush* for the Spectrum from your February Book of Games but there were some characters that I couldn't get on my Spectrum keyboard. Please help.
C J Ackers

The characters you mention are user defined graphics, which are used to represent the players and other objects. You enter these by pressing a capital letter from A to U while in graphics mode, which you enter with CAPS SHIFT-9. The problem is that you won't know which characters correspond to which letters until the program is run. So, enter the listing and leave spaces where the graphics should be. Type RUN and, after a few seconds, break in to the game. The characters should now be defined, so enter graphics mode and press the capital letters from A to U. You should find that they produce graphics, so you can go back to the listing and enter the correct characters.

Once everything is complete, don't forget to save the game to tape again.

Dear BH,
Last year you wrote an article about buying software through modems. I don't know much about this, so can you please explain it again? Thank you.
Asif Khan.

Program Express launched a machine in the middle of last year which was based on a system known as EDOS, which stands for Electronic Distribution of Software. The idea is that the micro shop has a machine connected to the EDOS computer in Edinburgh by a modem. If you want to buy a game, you load a blank cassette into the machine, pay your money and a copy of the game is transferred to your tape. This means that the shops can always have the latest games in stock, but never be overstocked, which costs money. Not a lot happened on the EDOS scene and everyone lost interest. But it seems that the company is well and truly convinced of the idea, and they told me at the recent LET show that you will see EDOS machines in the shops any day now.

Incidentally, Program Express now has a competitor. Soft Store is based on a similar principle, but no modems are used. All the games are held in a special ticket-operated machine. You buy a ticket and stick it in the machine along with a blank tape. Rosetech, who make the machines, say that instead of updating by telephone, someone will come round to the shop with a special disk and update the machine whenever new games come out.

Seems a step in the wrong direction, if you ask me.

Dear BH,
Is it possible to save machine code bytes that exist in memory without having to convert them back to data statements first?
I R Newton

Yes, it is. Use the CODE statement in the SAVE command. Type SAVE "name" CODE xxxx,yyyy. This will save the area of memory starting at address xxxx and continuing for yyyy bytes. The name of the file on tape or microdrive will be "name". So, for example, to save a block of 5000 bytes starting from address 30,000 under the name of TEST, type SAVE "TEST" CODE 30000, 5000

Dear BH,
My 64 won't load games. Well actually it will load about half of the games I buy but the rest won't load. They load on my friends' computers. I have had my cassette recorder replaced but still nothing works. Please help.
Timothy Miller

If you've replaced the cassette recorder, then it probably isn't that that's at fault. If the tapes load into a friend's computer then it can't be that you have faulty copies. Therefore, I suspect that it's actually your micro that has the problem. It's a fairly common problem which your dealer should be able to fix.

If the machine is under guarantee then you're lucky. If it's not, then phone around some local shops first and get the best price. And make sure that the shop will guarantee its work.

Dear BH,
Please can you tell me how some programmers manage to make the 64 display a picture while it's loading a tape.
Ian Kennedy

Computers can only do one task at a time, but they work so fast that it looks as if they are doing more than one thing at a time. For example, if a picture is on the screen while a tape is loading, the computer has to keep reading data from the cassette port and also update the screen at the same time. Obviously, the less things that the 64 is doing, the faster it can complete the one thing that it is actually doing. So, the machine turns off the screen while loading tapes to save time. However, some programs load in a small loader program which actually rewrites part of the routine that tells the 64 how to load a tape. That routine is almost the same as the original, but manages to keep the display alive while loading a tape.

I don't know of any utilities that let you do the same with your own programs, though you could try adapting one of the cassettes you already have.

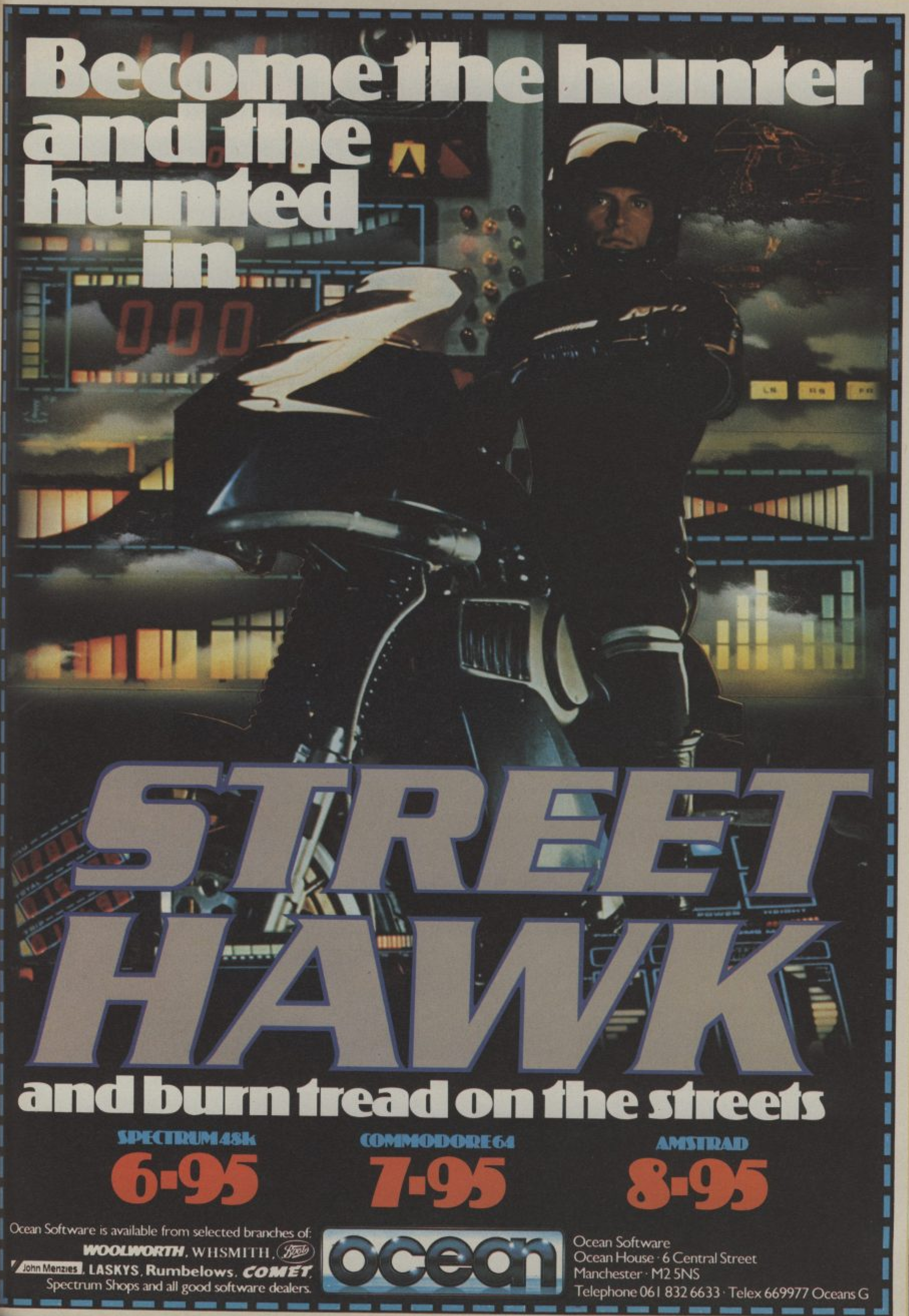
Dear BH,
Since I bought a Currah MicroSpeech for my Spectrum, I have had a lot of problems loading programs. Can you give me some advice as to what I can do about it?
Brian Thorpe

It depends on how bad the problem really is, Brian. If it means that some games will take two or three attempts before they load completely, then I could live with the problem.

If it makes most of your software totally unusable then you could contact Welwyn Systems of Tunbridge Wells, who have taken over the Currah range, and ask them for a replacement.

That's it for another month. Remember, if your micro's getting you down, we're here to give you advice.

Write to *C&VG* at Priory Court, 30-32 Farringdon Lane, London EC1. Our Micronet mailbox number is 012 786 556.


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ARCADE ACTION

DRAGONBUSTERS!

Take a leaf out of St George's book and try your hand at a bit of dragon slaying. After all, dragon busting used to be a sport with handsome young men who killed a few dragons for fun, rescued pretty maids as an afterthought and lived happily ever after.

You have three fireballs and should use them sparingly — they will help to get you out of most tight spots. You can also leap forward, backwards and crouch — a great help when battling with a dinosaur that is several hundred times larger than yourself.



They were sometimes a bit too keen and somewhere along the line dragons became extinct. However, Namco has given you the chance to breathe life back into a dragon for only 30 pence! For a few exciting moments you too can try you hand at dragon busting.

You start off at the entrance to a map portraying three castles and a mountain hide-out. The path you choose will dictate which castle you reach first. On entering a castle you make straight for the dungeons, that is where dragons are known to hang out, and looking ahead notice a skeleton coming towards you — and no escape route! Sword at the ready, you leap forward and the skeleton disappears. A wall opens, leading you deeper into the labyrinths beneath the castle.

Bats, birds and fireballs all try to drain you of vitality thus preventing you from finding the dragon. But at last, stumbling from exhaustion, you round a corner to come face to face with a roaring, fire breathing dinosaur. At least, that is what it looks like. The Japanese graphics artist obviously had trouble with a dragon.

Killing the dragon seems to be more a question of luck than skill, but when he finally disappears a door materialises to lead you onto the path to the next castle. At each stage it becomes harder to despatch the dragon but the thought that there must be a prize to claim at the end of your journey goads you on to greater endeavour.



Dragon Buster is colourful, easy to play and is apparently a great hit in Japan. I didn't have to fight my way through a throng to play but it is one of the best in a very mediocre range of games that are soon to hit the arcades.





REACH FOR THE SKY

Aerial acrobatics that would make even Red Arrow pilots shake in their flying boots are the only way to win *Acrobatic Dogfight* from Data East.

You take the part of a dare-devil flying ace who resembles Dastardly Dick, though unfortunately Mutley doesn't figure in this game. Hee, Hee, Hee! Even the graphics are down in whacky cartoon style.

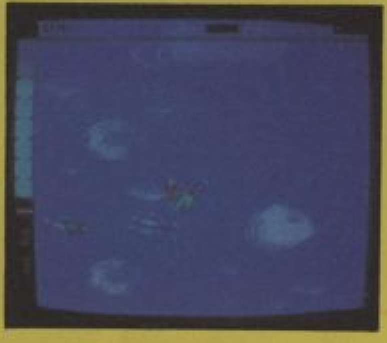
Bravely you stroll towards your waiting plane. A committee of generals salute as you climb into the plane to rid the skies of the enemy single handed. The plane gathers speed and slowly you nudge the joystick to ascend — instead you push it the wrong way and make a spectacular nosedive from the grand height of two feet. One life lost before you are even airborne!

Once you're in the skies, events happen very fast. Enemy aircraft whizz past from all directions and you'll have to do some neat



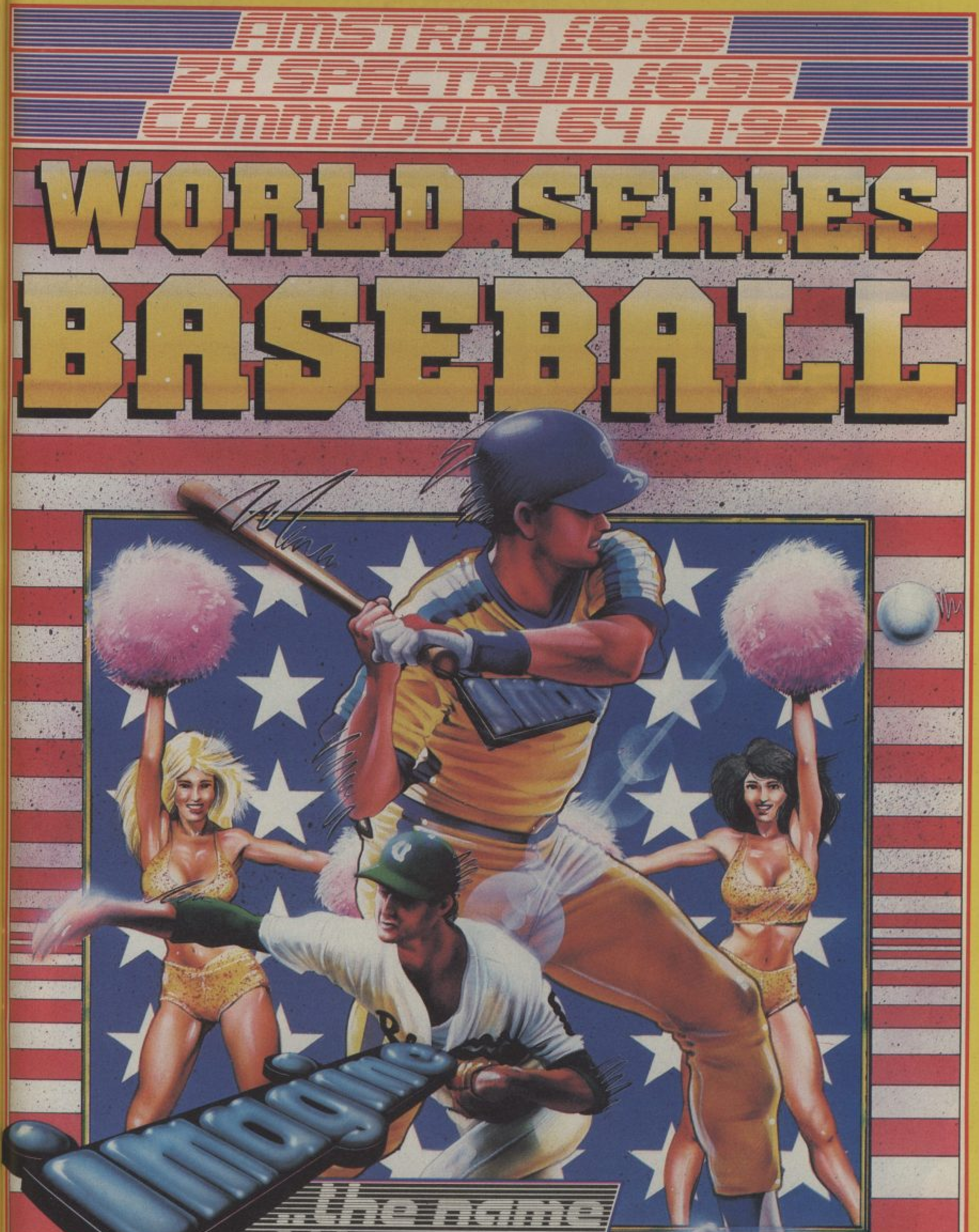
acrobatics to get in line to fire at them and dodge their bombs. You can loop the loop, fly upside down and even vertically upwards with the greatest of ease. The laws of aerodynamics do not affect this dogfight.

Should you be unlucky enough to be hit, your plane will start to cough and belch black smoke. As it drops into a nosedive, you must eject and open your parachute if you don't want to end up as a squashed blob on the ground. If you reach the ground safely, you can leap into another plane to continue the flight. This time a new breed of enemy planes will be waiting which are faster and more dangerous. Quicker reactions will be needed to catch these tigers in the sky.

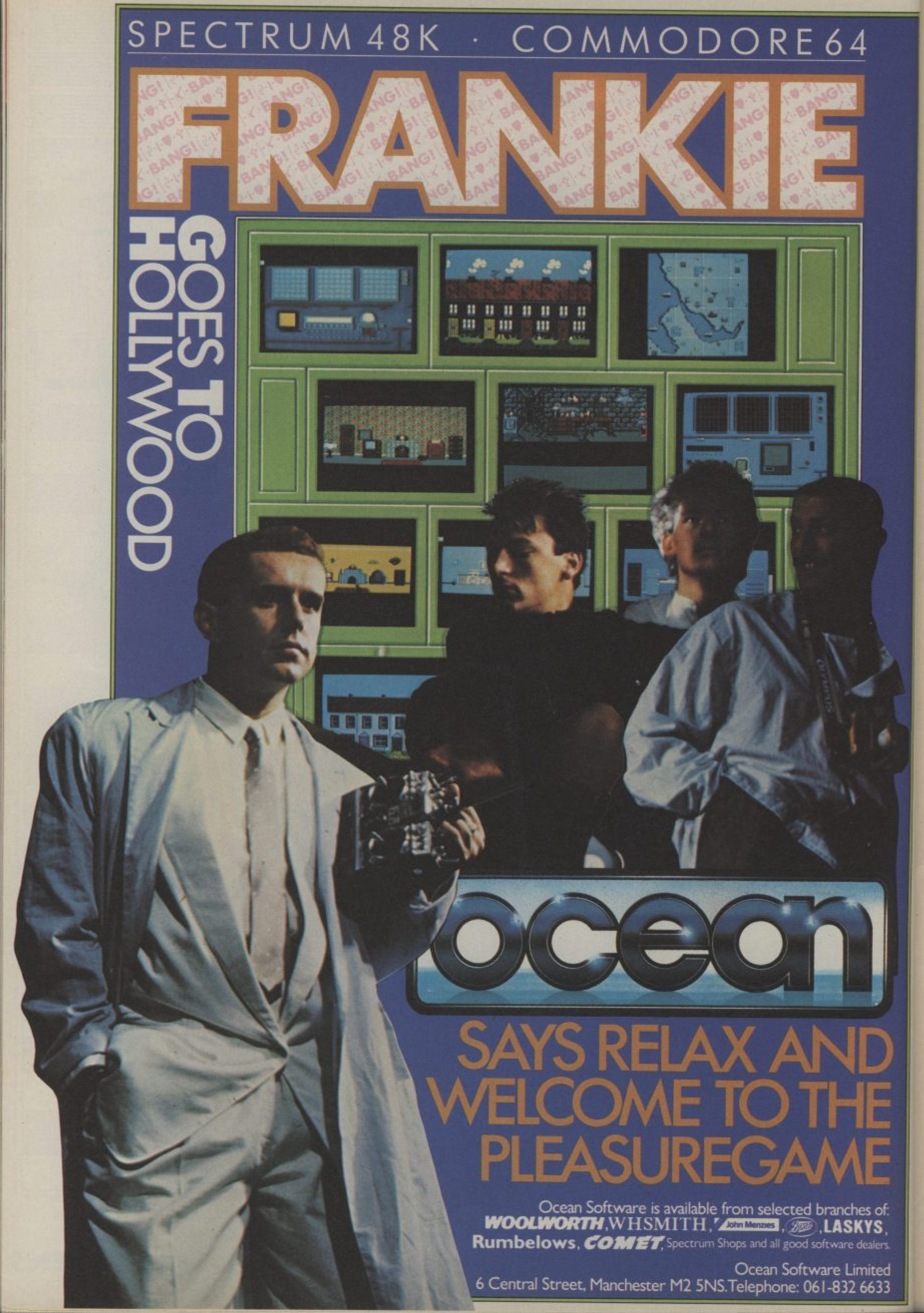


Running out of fuel in normal circumstances is usually considered highly dangerous but if that happens in *Dogfight*, nothing could be easier. Just jump out of your plane and into one of the enemy's as it passes beneath you. Sounds simple? Wait until you try it!

Dogfight is one of those games that is instantly playable and does not need a great amount of skill. Its pace is fast, the graphics are colourful and well defined and I'd recommend this game to anyone who needs a break from fast, dedicated shoot-'em-ups.



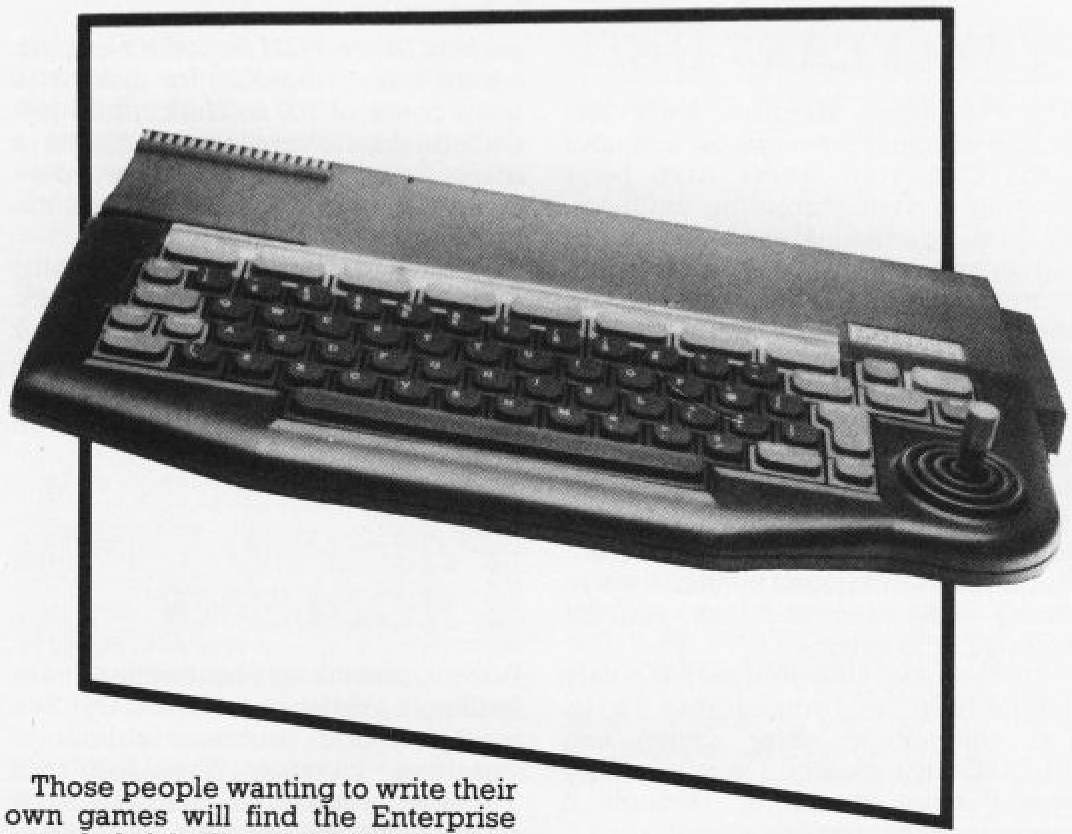
Imagine Software is available from:
WOOLWORTH, WHSMITH, John Menzies, LASKYS, Rumbelows, COMET, GREENS, Spectrum Shops and all good dealers.



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ENTERPRISE

The first few models of a new microcomputer, called The Enterprise, are now starting to appear. Initially launched about 18 months ago, the computer has been plagued by delays and a change of name. Nevertheless, with superb sound and graphics capabilities, the Enterprise should fare well against more recent arrivals, such as the Commodore 16 and Amstrad. MARCUS JEFFERY investigates.



The micro's futuristic looks tend to immediately set it apart from the competition. The black moulded case contains a built-in joystick and four-colour keyboard, based on the rubber-mat, Sinclair QL-type keys.

A hinged plastic strip along the top of the keyboard holds details of the eight function keys which, combined with "Shift", "Ctrl" and "Alt", allow up to 32 functions.

A ROM port on the left of the machine will initially contain the IS-BASIC cartridge, but leaves the way clear for other plug-in language and game cartridges at a later date.

Along the back are a number of connectors for control of up to two cassette recorders, TV, monitor and hi-fi output, a power socket (for an external transformer), serial and parallel ports, and edge connectors for two joysticks.

Unfortunately, the choice of mainly edge connectors, rather than more standard sockets, is probably going to imply the necessity for interfaces, as on the Spectrum. The first interface most people will need will be to allow Atari-type joysticks to be connected. Finally, to the right of the machine is an expansion port for extra memory (up to a staggering 4Mbytes!), disc drives, and the like.

The basic processor is a Z80A running at 4MHz. The two most impressive chips on the board are, however, two custom-built chips to handle the sound and graphics. Additionally, the machine comes complete with a word-processor chip. If there are no cartridges plugged into the machine, then it will power up to the word processor.

This software has its faults and is not particularly special, however, it is simple to use and has all the essential features, so it will no doubt prove to be very useful. The programmer will also find life easier by using the word processor functions to edit BASIC programs.

The graphics are all handled by a custom-built chip, called Nick, which offers a bewildering variety of colours and resolutions. A two-colour graphics screen gives either 40 or 80 columns (the latter using twice as much memory), but the number of colours displayed can be increased to 4, 16 or 256 by halving the horizontal resolution each time. Additionally, there are two text modes and a Spectrum-like Attribute mode, but on the Enterprise, each eight-pixel row of a character cell can have its own independent colours.

A BITS!

Those people wanting to write their own games will find the Enterprise very helpful. The IS-BASIC used is highly structured, having many similarities to Pascal, and contains many commands not normally found. Typical structures include a DO..LOOP, which may have the test conditions, WHILE and UNTIL at the start or end of the loop. Multi-line IF..THEN..ELSE..ENDIF, and SELECT CASE structures are also supported.

For graphics programming, the main command to draw lines and move the cursor is PLOT. This can then be combined with such commands as ELLIPSE and PAINT, for filling shapes, or FORWARD, BACK, LEFT and RIGHT for turtle graphics.

Also, when defining the number of colours and resolution, they are given a particular page (channel) number. This page could be very small and just be shown on part of the TV screen, possibly with other independent pages, with different colours and resolutions.

Alternatively a very large page could be defined and the screen then used as a window to show part of it. Then by redefining which part is to be shown, scrolling can be achieved. Many other possibilities exist, such as displaying a sequence of pages for cartoon animation, giving a very flexible graphics system.

What game would be complete without sound? Here again, the Enterprise contains a custom-built chip, this time called Dave, to deal with things. With three sound and one noise channel, the Enterprise is immediately a rival to the BBC and Commodore 64 machines, but with multi-phase envelopes, ring modulation and separate stereo output channels — when sent through a hi-fi system — the Enterprise leaps ahead of the rest of the field. As with the graphics, all the parameters are available through IS-BASIC, making the programmer's job as easy as possible.

Though an excellent machine for both the programmer and the game-player, the success of the Enterprise will undoubtedly lie in the range of software available for it. At present this looks pretty bleak, but a number of companies are supposedly working on games, and it is hoped that Spectrum and BBC BASIC conversion programs will soon be available, opening up a wide range of additional software.



TWO YEARS ON!

The Adventure Helpline went into action officially two years ago and since then your letters have been arriving in ever increasing numbers. Following the March Book of Adventure, there was a five-fold increase overnight! So please excuse the delay if your reply was a little late in arriving! I still (just) managed to read all your letters, and I loved them!

Paul and Simon helped take the strain and, along with some secretarial help from Veronica Campbell (aged 15, and not a coincidence!), all your letters (well, nearly all) got answered. But to help us help you in future, we're doing something and ask you for something in return!

Please make sure your mail is solely for the Helpline if you address it to us (no competition entry forms) and PLEASE write clearly! There's nothing worse than struggling through a microscopic scrawl!

Our contribution will be to introduce to you, next month, a new member to the Helpline team! You've heard of him — now who could it be?

CHEATS CORNER

To Niall O'Niell of County Kildare, a T-shirt. From Niall, this gem about the hitherto unknown commands ZMOVE and ZTAKE. If, in *Philosopher's Quest*, you follow one of these commands with an object, you will go immediately to the place where the object is.

Chris Merchant, like many others, is having great difficulty getting into the *Castle of Terror*. But he has found his appetite for soup improves his score! Every time he types GET SOUP in the humble cottage, he gains five points. "I got 291 out of 290 before ceasing this pointless activity!" exclaims Chris.

"Remind Waldroid of *Firetop Mountain*," says Paul Heyes of Sheffield, "that if an arcade game has a pause button, it is possible to play over a period of days." Paul claims to have scored 57 million in three weeks, playing *Sabre Wulf*. So there's us poor adventurers struggling for months to get a score of 100 in *Hulk*, while joystick freaks are running up millions in mere days! Is it fair? No, arcaders cheat too! Paul admits he had the "infinite lives" poke in!

Talking of cheating, Paul Coppins asks: please don't write in asking for the charts for *Starcross*. If you have a genuine copy, you will have all the necessary paperwork in the package. So don't ask us to help you use an illicit copy!

PAINFUL PROBLEMS

Recent deaths at Leatherhead are baffling a veritable constabulary! The most frequent problem is how to continue playing *Sherlock* into Tuesday. Lestrade has the nasty habit of wrapping the case up on Monday evening, just as you were doing quite well! So go along to Lestrade and challenge his conclusions. Beware! He will ask for proof, so you will have to trot off and get it!

Kentilla player Pauline Garnett wants to find the right key to open the chest in Tyler's bedroom. She has the blanket, but the key doesn't seem to be within its folds, she finds. Come on now — who's got it? And, while we're on the subject, who can help Mark Barnfield across the moat?

"What are the shaving foam and bullet proof vest for in *Valkyrie 17*", asks David Leech of Forest Hill, "and how do you get past the border guard in Carpathia? It's better than any other game!"

Fantasia Diamond is troubling W Meek of Grimsby who cannot do anything with the silver statue in the woodland, whilst Jack Lockerby of Aylesham is through the window, but now he can't escape because he has no weapon!

Eye of Zolton is killing Anthony Jones of Eaglescliffe when he rows the boat to the island. He can't get over the castle wall either. Another castle, one full of terror, is troubling Paul Hendry. How do you pass the guards in the tunnel, he asks?

Colette Mason of Droitwich poured out all her *Hulk* frustrations when she wrote to Helpline. "I have solved many Adventures, but this one I just can't fathom out. And another thing — I HATE GAS!" A question that has been cropping up frequently is: How do you get through the Chief Examiner's door in *Hulk*? Answer: You don't!

Pharoah's Tomb player Craig Davis of Atherstone asks how do you unblock the ice-tunnel, while Mrs Woods of Croydon knows how to kill the pirate in *Heroes of Karn*, but can't do it as she can't find Khadim. Will whoever had him last please put him back?

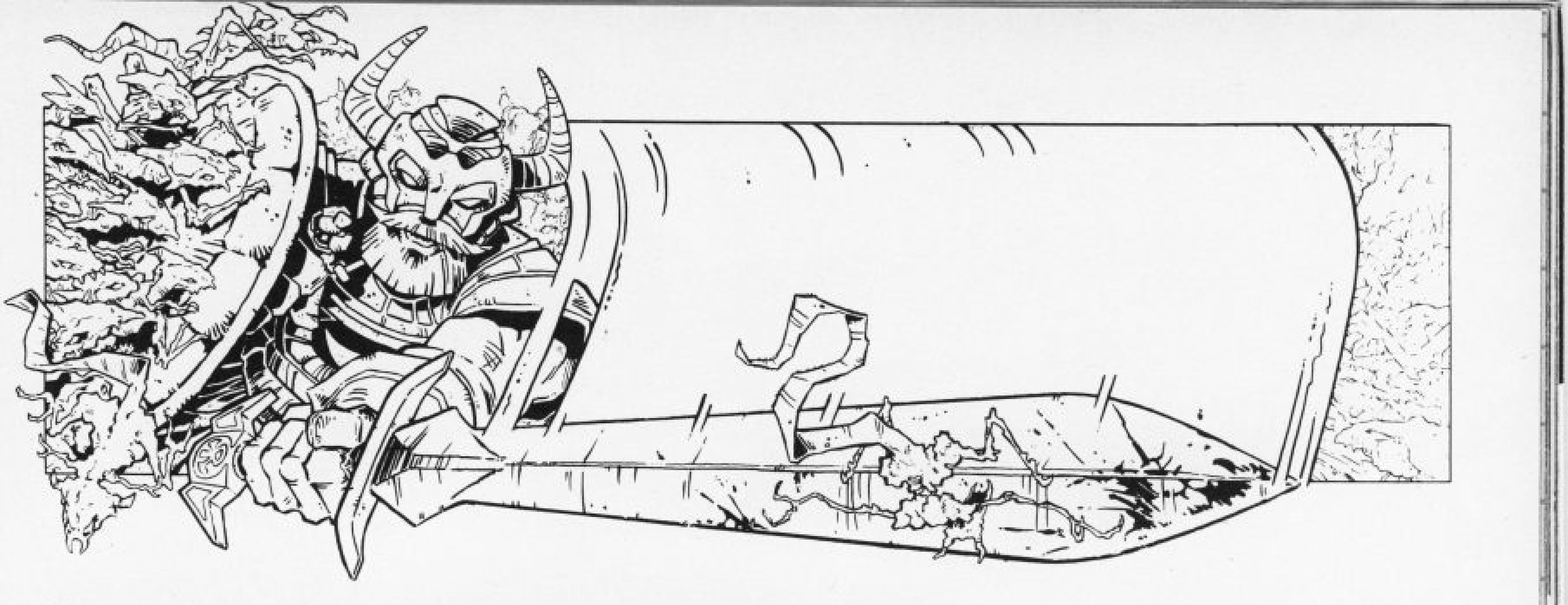
Paul Clifford of Walsall says *Spoof* has got to be the funniest game ever, but he can't give the grail to Lancelot and gets drowned every time he attempts to swim from the island.

Our old friend the Rev Dave Byrne has been spending a lot of time on the beach recently and he's not just enjoying the sun! The truth is, he can't get away. He says he's playing what one reviewer described as the "easy" part of *Macbeth*, which "shouldn't take more than an hour or so for an experienced adventurer. "Just who is the idiot who makes these grades up?" asks Dave.

Ground Zero from Artic is coming under attack from B Humphreys who can't get a word out of his next door neighbour, nor enter his house. Whenever he builds his shelter the house falls down on him and when he tries to dig he can't as he has no spade — and he can't find one either!

Robert Stanley of Aintree was still awaiting his plea to be mentioned in another Helpline column when he read the March *C&VG*. "95% letters answered?" he thought, "sounds promising!" So he put pen to paper again and, although I replied, I couldn't help! So who can send him a Message From Andromeda? He is trying to open the square plate next to the panel in the mirror room.

Gwyn Owen from Wembley has received a knighthood from Lord



"Chubby" Fish and can't think of what to do next? High attainers, where are you?

D Parkes is worried about a friend of his who has completed *Quo Vadis*? After finding the much fabled golden sceptre and £30,000, he took it to the starting shaft and was confronted with a message to the effect that he hadn't really finished. "Press the Return button", it continued. So he did — and found himself back at the start! Mr Parkes is concerned that his friend, now standing on the ledge of a tall building, will jump! Is this yet another of those "non-prize prize games"?

"Has the magical lamp got anything to do with getting the map in *Hewson's Quest*?" asks Stephen Randall of Co. Antrim. Help Stephen find it and he will be able to complete the whole Adventure.

Somewhere in the middle of a thicket there is a cannibal village and the cannibals have a horrible habit of eating Bela Lund of Ross on Wye. "How do I get past them to find the Babylon Jewels?" pleads Bela.

If you haven't tried *Asylum* (1 or 2), don't ever call an Adventure difficult! Read this from a stricken player: "How do I get the axe and stuff from the circular passageway? What about those doors, ten on each side — some set off alarms and they all lead to nowhere? Who do the footsteps belong to, the ones you hear while looking round the doors? And what about the noise you hear when you are heading to the Doctor's only door — is it a coin dropping and, if so, do you use it in the pay-phone?" Can any brain surgeon help Martin Ward of Farnborough out of the ward in *Asylum 2*?

T-shirt for clues this month to Tony Longworth of South Wirral who covers a whole range of Adventures. Thanks, Tony, and if we ever meet you'll have to strain your neck a little more! Haven't you heard — I'm nearly nine feet tall!

Dave Barker of Nunhead writes about *Faust's Folly*. "The aforementioned disaster is for the 16k Spectrum and is now three years old." Obstacles appear at random and Dave is hindered by an impenetrable ring of fire.

Eureka! is a game posing more than the conventional problems for the Helpline! There are five separate Adventures and anyone who is stuck in one seems to be stuck in the lot! The pleas are too numerous to mention, the clues available too few to help!

PROBLEMS WITH POSTCARDS!

Apoligies to anyone who has written in to the Helpline recently, and had to wait a long time for a reply! The recent heavy increase in mail caused such a drain on our reply postcards that they completely ran out before more supplies could be obtained!

Coupled with that, the Tandy had to go to hospital for a few days, leaving me without letter cataloguing facilities and no Helpline Database!

At the time of writing, the Tandy has returned from convalescence and a crate of new cards has arrived, so Paul, Simon and I are now busy clearing the backlog!

A CLUE OR A CONUNDRUM?

Can you make head or tail of my hints? Some like 'em easy, others plead for a mere hint — the pleasure they get from working out the answer for themselves is worth the effort, so they just want a little nudge! What do YOU think? Clearer and easier, or some of each?

Meanwhile, see what you make of these. With thanks to: Eliot Hatton, Thetford; A J Norris; Geoff Davis, Bridgwater (did I get it right, Geoff?); Graham Rae, Falkirk; Russell Wear, Swindon; Ronald Lee, Grimsby; and thanks to the hundreds of other readers who sent in clues!

SHERLOCK:
For a chink of light, hang around Percy's place late Monday evening and see what he gets up to.
RETURN TO EDEN:
Need to cross the river? Flora can be helpful sometimes. Plateau solutions don't grow on trees, do they?
RETURN OF THE RING:
Think about getting the key from the genie while Xandra drinks her tea.
FOREST AT WORLD'S END:
To enter the witches' hovel, wear the ring immediately before entering. To get the ring, you must be attacked by wolves in the Forest of Sighs and have your injuries healed by the wood nymph.
ERIK THE VIKING:
To repair the boat, vandalise the furniture!
EMPIRE OF THE OVERMIND:
To see in the dark — call Pyro.
QUEST FOR THE HOLY GRAIL:
Wear your baseball glove and then give it to the knight who says NIC. He will then turn into the knight who says CIN. But others say that a gift of shrubbery will do the NIC trick!
CASTLE OF TERROR:
Pin your hopes of entry on an examination of the defective component in the old mill.
ALCHEMIST:
To make parts of the spell appear, take the ring, lamp and vase to the chest in the room through the Greek building. For the last part, get the transforming spell then the lead. Turn lead to gold and take the gold to the chest.
SMUGGLER'S COVE:
Throw the rope where the hammer is found, wear the shoes and go up to get the ladder. This should help you cross the trench and move further into the game.
SORCEROR OF CLAYMORGUE CASTLE:
Your imagination may be fired for a lofty solution, but the problem is really a knotty one! E/M in the matter to energy equation will take you to the top!
TOWER OF DESPAIR:
To pass the Angel of Death, move the barrels, go through the trapdoor, go east and enter "creep" mode. Then wear the gauntlet and use the dagger!
KENTILLA:
To open the door in Tylon's castle, pull the arms on the gargoyle. Use the chalice to bail yourself out.
SPIDERMAN:
Official: Don't go near the egg!
VALKYRIE 17:
To avoid the rats, give the butcher the box with the bar.
MOUNTAINS OF KET:
Don't be a Zombie! Carry all magic and only magic!



HACKING AWAY ON MULTIVAX!

Just as I was kitting out my Beeb with the necessary hardware to become a Micronetter, along came an Adventure called *Hacker 2000*! But in *Hacker*, it is not Dryden nor Enterprise that is the host computer but Multivax, an altogether bigger machine.

Multivax is a massive computer that controls all mankind in a world dominated by Androids and Thought Police. People are either Proles or Programmers.

You are a Prole and, determined to become a Programmer, you illegally hook an ancient micro into a Multivax line with the objective of changing your status. Beware — detection means immediate extermination!

The game starts with a Security Alert warning that hackers have broken into the system. The screen then clears to the words: Insert USER IDENTITY CODE. That's it! You're on your own!

What follows simulates logging on to a mainframe computer. Even if you know a valid ID (most unlikely when you start), you must also know the password to get any further. But there is a way in and it leads to a remote conversation with Rover V, a friendly Android with a sympathetic leaning towards hackers. Rover will work on your behalf from within the Multivax complex, feeding you back information that will eventually enable you to complete your quest.

You control Rover with Adventure-type text commands, and he is your puppet. If you LOGOUT, you are returned to the screen asking for your ID — and no puppet to help! Thus, the simulation of operating a terminal seems very real.

Within the complex housing Multivax are unfriendly Droids who zap poor Rover at the very slightest provocation. Rover must tread warily along the corridors, in the hope of finding something that may be of interest, something that will yield enough vital information to enable you to LOGIN to Multivax as a valid user, rather than the way you did to start with.

Security isn't all it might be, though, for with perseverance Rover and I found a terminal that someone had left logged on. It didn't provide too much information, but was useful in other respects.

So it was that I penetrated the System Manager's office and eventually managed to enter the Multivax Control Room — or rather Rover did, on my behalf.

I have also managed to LOGIN to Multivax and this illicit operation gave me just as big a thrill as if I had broken into a real system! Unfortunately, though, the thought Police have removed the HELP facility and discovering a valid command, let alone how to use it, is just one more in the long queue of tasks waiting to be processed.

All this is implemented in a very realistic way, with a cursor scanning the screen ahead of the text, menu entry options when a computer confronts you, and a fair sprinkling of sound effects throughout the game. I found it great fun and a very refreshing change.

Hacker 2000 is by Andy Mitchell. For the BBC B, it is from Micrograf and I thoroughly recommend it.

ADVENTURE CHAT

Sometimes readers are so keen to put their problems that they forget to mention the game that's troubling them! I pride myself on usually being able to name the game from the problem. So when Dominick Hardy asked how to get down from the window ledge and how to get past the block in the cave, I replied with some *Pirate* answers. Well, wouldn't you? I got caught out! *Colditz*, a remarkably different game from *Pirate*, has two similar problems — though with entirely different solutions, of course!

Vaughan Price from Neath wins a T-shirt for an interesting letter and says he will wear it with pride as he thinks that the *C&VG* Adventure column and review section is "by far the best of all".

He is well pleased with the reviews, for he reckons he has saved a lot of money by buying on our recommendations.

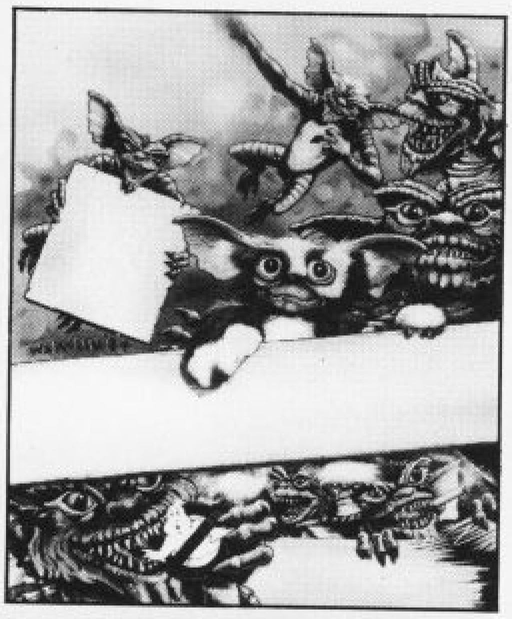
Markuu Ilmanen of Turku in Finland rates a tiger with toothache and a mammoth jumping out of its skin, in *Lords of Time*, high in the Adventure-funnies stakes. Not so funny, though, is what to give the jester, thinks Markuu. I disagree! Perhaps the answer is more than a joke, Markuu?

Kerry Savage turned arsonist as a result of a recent *Claymorgue* clue I gave. Trying to dry the towel, he has been burning everything in sight, with no success towel-wise. Ashes and the charred remains of bits of wood are lying around all over the place and still that towel is too damp for Kerry's liking! If Kerry takes much longer puzzling over it, I fear what he needs may have turned to pumice! Martin Chadderton of Selly Oak sent in some clues, one of which read: "Don't pull the lever!" Oh-ho! Depends what you're pulling the lever for!

Mr Gibson passes on some comments about the trend towards complex and increasingly difficult games. This is no bad thing, he goes on, but too many have a very difficult problem shortly into the game. He feels that the player should be drawn into the game and encouraged until he is well into a game, to create a feeling of achievement. Examples of games with hard early problems are *Pub Quest* ("a disgraceful game"), *Mountain of Ket* and *Heroes of Karn*, suggests Mr Gibson, who knows many people who have paid out £8-£15 only to see the opening scenes before stopping dead.

There's an interesting talking point! In fact, the Adventure Helpline was originally set up with just the aim in mind of helping people get the full value out of their software, when they had become genuinely stuck and therefore unable to complete the game for which they'd paid.


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STAR GAME
Basketball fans should love this simulation of the game — It has some of the most lifelike animation ever seen in a sports game —
■ To see your player spin 180 degrees, dribble past the defender and shoot close in, gives a vicarious thrill quite unmatched in any other sports simulation I've seen.
■ All this adds up to one heck of a great game.
Bob Chappell
Personal Computer News
FEATURES ● PLAY THE COMPUTER OR A FRIEND ● 4 SKILL LEVELS ● BUILT IN FATIGUE FACTORS – HOT & COLD STREAKS – FOULS – A STOP CLOCK – AND A REFEREE ● INSTANT ACTION REPLAY ● JOYSTICK CONTROL* ●
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GREMLINS

If you enjoyed the film there's little doubt that you will equally enjoy the Adventure! If you missed the film, the next best thing is to play the game!

Gremlins, written by Brian Howarth, follows the theme of the film fairly closely, especially at the beginning. It will therefore be easier to play if you HAVE seen the film — if not, then you will find an adventure that is just that little bit more difficult.

Your aim is to rid the world of *Gremlins*, and, of course, everyone knows there are some definite ways to deal with them. This is a classical text adventure in its own right, but with the addition of some really superb detailed graphics that are enough to convert the text purist into an arcade fan! They display instantaneously, interact with the plot, and have the added attraction of animation which is applied in an imaginative and often humourous way.

In the Tavern, for example, you are likely to meet up with the "flasher"gremlin, who stands on the bar-top opening and closing his coat! Did I imagine it, or did he occasionally have a dirty leer on his face?

Then there is the "poor taste" side of the game, which I greatly enjoyed — of course! Like the gremlin in the blender, who, when you start it, falls in head first. His legs stick out of the top, and start revolving! It quite reminded me of the time I ran over a frog with the hover-mower!

There are plenty of other locations to explore, including the department store, cinema, swimming pool, and oil station.

The game has a nice easy feel to it being amusing and fairly easy at first, but becoming progressively more difficult towards the end.

So if you fancy your chances of killing gremlins, off you go — but don't forget to take Gizmo with you!

Gremlins is from Adventure International, and has graphics on the Commodore 64, Spectrum and Amstrad versions (price £9.95) and in text only on the Commodore 16, BBC and Electron versions (price £7.95).

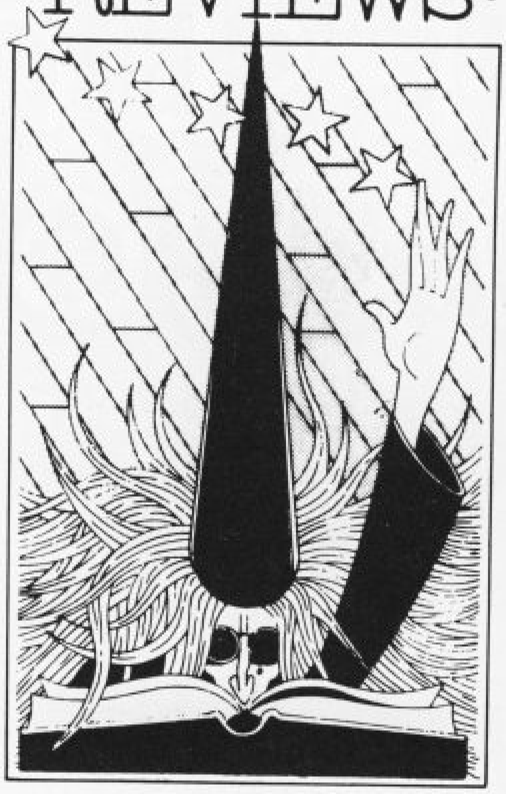
Personal Rating: 9

Keith Campbell

MURDER BY THE DOZEN

Whodunnits seem to be all the rage at the moment. Recently we've had *Witness, Deadline, Suspect, Murder on the Zinderneuf,* and *Sherlock.* The latest in this growing range of detective mysteries is *Murder by the Dozen.*

•REVIEWS•



Games of detection are not quite Adventures in the ordinary sense, but require similar powers of logic and deduction to solve. Their formats fall into two distinct categories: the orthodox Adventure-type approach with conversational text-in/text out and the menu-driven game, where a selection is made from a fixed list of options.

One of the appeals of Adventure is its conversational approach because this means that the player's potential game actions are limited only by his imagination. The game will accept and act upon a rather more limited range of commands, but the player sets out feeling that the possibilities are limitless. Nevertheless, quite a competent game can result from using the fixed option technique, as in *Zinderneuf.*

Murder by the Dozen is a collection of 12 crimes, all committed in the town of Micropolis and each providing a separate mystery to solve. Up to four people can play simultaneously, racing to be the first to solve the crime. A player making a false accusation is out of the game.

After selecting the number of the case to be attempted, the would-be detective sets out with a note sheet from a pad provided in the package. On this is printed a map of the town, together with space to scribble notes under general headings such as Interviews, Suspects, and Motives.

The action commences in a predetermined location, after a brief introduction to the facts surrounding the murder. I was investigating the death of Otto Telcher, an industrialist found run down in a parking lot, and found myself in his house. I had a choice of interviewing his widow, son, or housekeeper; searching his study, garage or kitchen; or moving to another location. To choose which, the appropriate option number is selected.

The computer's response to any of the first six options is to display a list of clue numbers which are then looked up in a book containing 700 two-line clues. After a set amount of time elapses based on the number of clues offered, there is the additional option of making an accusation. If this is selected, in a multi-player game, you announce who you think "dunnit" and explain why. You then look up the answer in a book of solutions, by placing a transparent sheet of red plastic over the appropriate page to render the text legible. If you are wrong, you're out and play continues without you. Otherwise, the case is dead.

Personally, I see no good reason why this should be a computer game. It would be far more relaxing played away from a keyboard, sitting in the comfort of an armchair.

Murder by the Dozen is from CBS Software for Apple II/IIe, IBM PC and Commodore 64.

Personal Rating: 3

Keith Campbell

LEGEND

The instruction book read "*Legend*, the game, is not based on or inspired by *Legend*, the book." This raised a big question in my mind as I loaded the game into my Spectrum. Why use the title Legend and then why include the 380 page book?

These questions were answered just a few moves into the Adventure for, as I was bidding Horeb the innkeeper farewell, he beckoned me over to kiss his three daughters, saying "You remember their names, of course?" Although the game does not follow the plot of the book, it is set in the world of *Legend* and the characters are the same. You must therefore read the book to find out

who's who and to answer some historical questions.

You take the part of Rek, adopted son of Horeb, with the task of becoming the Eagle of Bronze and raise an army to defend Dros Delnoch against the Nadir barbarians from the north. Not an easy task for, as well as trying to do all that, you must search the kingdom for the magic armour and sword of the Eagle.

The method of input and output is unusual, with full text used to describe the locations and answer the more complex puzzles, whilst multi-choice input is used for movement. Graphics come into play when you enter into combat with other characters, or run the length of a Cave of Doom. To negotiate these caves is rather like driving north up the southbound carriageway of the M1.

I found that coming to grips with some of the objects takes some thinking about. In a large number of locations you are given the option to search and in most cases get a reply like: "What would you like to find?" If, for example, you can deduce what you need to gain entry into a tower in the Valley of Tears that item will then turn up!

Should you become tired of playing the Adventure, you can flip the tape and play part two which is an arcade game. This recreates the final battle at Dors Drenai but, finding it somewhat repetitive, I soon gave up in favour of part one.

Personal Rating: 6

Paul Coppins

PERSEUS AND ANDROMEDA

This is one of the Mysterious Adventures and is a veritable thoroughbred. The author is, of course, Brian Howarth, who sticks to short text, hard problems and superb style.

The command format is verb/noun and it is very comprehensive. Almost all the words and synonyms you would want to use whilst playing the game are recognised.

The game even knows the meaning of some choice words that shouldn't be used and replies with a suitable put-down!

The story starts in King Polydectes' palace where you discover your mission which is to slay Medusa and rescue Andromeda. Being too weak to accomplish the task on my own, I called upon the services of the Pink Fairy to help me in this world of Greek mythology.

Leaving the palace, I first came across a thirsty beggar and, on quenching his thirst, was rewarded with a discussion which came in useful further on in the game. I prayed at various temples and some prayers were answered by the Gods. After a while, I had built up quite a large weaponry and got a few tips on killing Medusa.

As usual, Pink Fairy eventually got stumped and was puzzling over an ivory pedestal in the Temple of Hermes. A small push in the right direction soon got me on my way!

Progressing further than the temple takes some guess work, but the solution to the problem is very original and very cruel! I finally got to another land and found a whole host of new problems.

This time there was a hungry beggar, but satisfying him was not so easy as with the thirsty one, for there was a wild hyena around who had the nasty habit of stealing the food right out of his mouth.

The game gets harder and harder as you progress — a welcome change from the trend that seems to be developing, where the poor player is faced with an almost insoluble problem at the very beginning.

Perseus and Andromeda is for a range of machines and is available from Adventure International.

Personal Rating: 9

Simon Marsh

ISLAND OF XAAN

Near naked and clad only in a dirty ragged sack, you cry through your parched lips as you are thrown into your prison cell by the king — for stealing water.

The cell reeks of death and decay and you scan the windowless granite walls in vain for some way of escape. For escape you must, not only from the prison, but the island on which it is situated. And to do this, you must not only be able to disguise yourself, but find enough treasure to pay for your passage.

A pretty powerful scenario and the game matches up to it. This is a text machine code Adventure for the BBC, and the great decree-er that text only Adventures are a non-runner these days should think again. I don't want mediocre illustrations — here I can imagine myself sneaking out into the freezing corridor and shivering through lack of clothes! I can see the evil guards in my mind's eye, even if I can't get the better of them — yet!

The problems are hard right from the start, but the sheer desperation of my plight soon got me wild enough to try anything — and something turned up! A nice feature of the game is that when the program does not recognise either word of your two-word command, it tells you about both! For example, if you type UNLOCK WINDOW, the reply you get is I DON'T UNDERSTAND HOW TO "UNLOCK" OR WHAT "WINDOW" MEANS. I've never seen that before!

My sole criticism is that if you QUIT, you don't get the chance to resume play. But it is so easy to get yourself killed, and thereby get the option to restart, that it's a problem easily overcome!

Personal Rating: 9

Keith Campbell

CONFIDENTIAL

Confidential has been written using the Quill and is well presented on-screen with clear colours, plus an interesting folder full of information.

The game begins in your office — The Craig Adams Detective Agency. Ooh! What's that noise? I can't stop it! EXAMINE DESK. Ah, there's a phone on it. At the other end of the line is a distraught Mrs Richards who explains that she needs your help urgently. So off you go, or try to go, to her home. As a good private eye, you always keep your important belongings in a safe place. Car keys in the filing cabinet, for example.

After the slight problem (and the annoyance of having to OPEN CAR, ENTER CAR all the time) you soon arrive at Mrs Richards house — The Gables. It turns out that hubby has vanished leaving her most upset and the local constabulary totally indifferent. Without any mention of the usual "£200 a day plus expenses", you are thrown headlong into the case!

Here I would like to give a warning to anyone considering buying this game and wanting to test it first — don't! You need to spend quite a few hours getting into the case before you begin to enjoy it. I was stuck for days trying to raise my score from zero which can become so frustrating that it almost puts you in a certifiable state! Once this barrier has been broken, it is really quite easy to go from place to place, taking notes and trying to solve whodunnit.

A nice touch, I thought, was getting my car impounded for parking on double yellow lines! On the other hand, the input in the bank and department store is so skull-crushingly daft that I can't understand how anyone would guess the correct words! In the bank, for example, there is a clerk behind the counter, and you have to cash a cheque. CASH CHEQUE would have been easy to use with the Quill's "fall through" method of decoding, but the phrase actually needed is CLERK CHEQUE!!

The scoring is slightly erratic, as I found when at a score of 55% I stumbled across Mr Richards and it jumped to 100% although there was clearly a good deal of the case unsolved. Incidentally, Radar is offering a prize for the first person who gives the most satisfactory solution to the case.

Confidential is for the 48k Spectrum from Radar Games, priced £6.95.

Personal Rating: 6

Jim Douglas

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COUNTRY QUEST

This is a text Adventure running at machine code speed, enhanced with colour with a "Quilled" feel about it.

On holiday at a farm in Herefordshire, you hear rumours that the previous owner buried his wealth in boxes under the fields.

From the farmhouse, you make your way outside to visit cowsheds, vegetable fields, and many other places heavily laden with a country atmosphere. In fact, you can almost smell the silage!

Despite the detail, much doesn't ring true! I've been through fields and farms, day and night, countless times, and not once been attacked by a cow — I was in *Country Quest*! There are locked gates at many field entrances in the game. With no key, I "can't go in that direction," yet five-bar gates just ask to be climbed!

However, the main trouble with the game is its limited understanding of what is actually going on!

A GINGER CAT IS HERE.
A GINGER CAT ATTACKS YOU.
"GET CAT"
IT'S NOT HERE.

Not exactly the sort of dialogue to inspire confidence, is it?

One other grizzle while I am at it! The Quit command takes you straight back to the beginning without question, and a valid abbreviation is Q. Q is next to W (for West) on the keyboard. I rest my case.

Country Quest is for the Commodore 64 from Wye Valley Software.

Personal Rating: 3

Keith Campbell

BLACK TOWER

Your quest is to find three keys and a scroll and return them to the hut where you started.

With one or two exceptions, the graphics are not worth viewing. The text scrolls smoothly on a split screen under the graphics, but the response is painfully slow at about 10 seconds which is a long wait. Worse is the fact that key location details disappear under the graphics by the time the response is complete. Although there is time enough to read all the text, a quick look aside to jot down details on your map and you'll miss other vital information.

Other shortcomings include a QUIT with no RESTART?, a failed TAKE that gets no response at all, and a blanket reply YOU CAN'T DO THAT . . . YET! to commands that are unrecognised.

Any attempt to examine either a character called Josh, who might be man or beast for all I know, or any other feature results in the hilarious reply: CURIOSITY KILLED THE CAT.

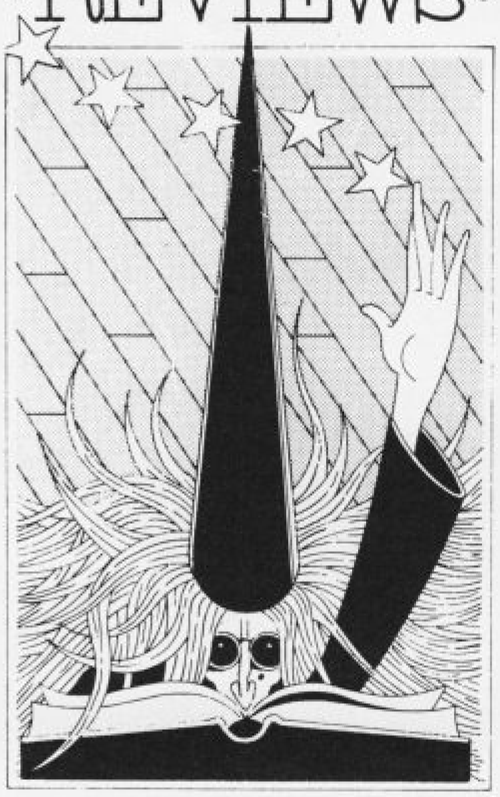
This is a pity, since the map developed in quite an interesting way and so did some of the events, like helping a servant with a crossword puzzle. Given a bit more thought, more memory and less graphics, *Black Tower* could have proved quite interesting and enjoyable.

Black Tower is from Dollarsoft for the 48k Spectrum.

Personal Rating: 4

Keith Campbell

•REVIEWS•



JEWELS OF BABYLON

3,000 years ago some fabulous jewels were created by master craftsmen in the old city of Babylon. They came into English hands in the 19th century, but were lost to pirates who left all but one of the crew of the boat that was carrying them for dead. This is where the Adventure begins, for you are the one who survived and have vowed to reclaim the jewels.

So it is that you find yourself on a bright pink ship off some remote island. Yes, it's bright pink, and no amount of fiddling with the TV will make it go the colour you thought 19th century ships were supposed to have been. The island itself is a place of golden sand and clear blue skies, just the place to spend a holiday — except for the cannibals!

The graphics are more or less instant and are among the best I have seen on a Spectrum. The text allows full-sentence input, although in most cases you have to get the wording just right.

Babylon is said to have over 100 locations, although most of them are maze rooms, making pen and paper a must for this Adventure. So is a "save" tape, for there is plenty of wildlife about and a spider might just happen to drop from the trees onto your shoulder, or a water snake give you the once over as you battle your way across a swamp. Most of the time, such encounters are just for fun, but there is always that chance that the spider will sink its fangs into your neck!

Most of the puzzles seem to be the "find your way around" or "get past something" type and, although they all seem to have logical answers, it's getting the right words in the right order that's the real trick. That made playing *Babylon* a little on the difficult side at times, but still a very interesting Adventure with lots of action.

Personal Rating: 6

Paul Coppins

THE TRACER SANCTION

You find yourself at the headquarters of the STA on the planet Mongo, facing a man who greets you with the warmth of a Jovian winter. He gives you your assignment as head agent — capture "Wing", the notorious interplanetary criminal.

A space-ship is at your disposal and, after sorting out a few problems, you are all set for the galaxy trail, tracking down your quarry. The problems involve learning how to pilot your ship and how to get it fuelled up for the journey!

The game comes on a double sided disc and has full sentence input which allows abbreviations and multiple commands. This means that, providing you know your galaxy (within the game!), you are able to travel around and land on different planets which can be explored or exploited to further your quest.

A novel feature is the provision of a "living tutorial" which is loaded in separately from the game. This contains full information, with an on-screen demonstration or what form your input should take and how to play the Adventure.

There is a four-line text window below the graphics and, if a response doesn't fit, a "ping" announces that more will follow when you hit a key. The graphics lack the full use of colour, but are detailed and very fast to display. The response time when moving (when the graphics are redrawn) is a mere four seconds and, during this period, the graphics clear to a full text screen showing the most recent conversation.

I found this a very enjoyable Adventure to play, giving the satisfaction of being able to get around a fair number of places without any unduly difficult early problems.

The Tracer Sanction is from Activision for Apple II, IBM PC and PCjr, and Commodore 64 on disc.

Personal Rating: 8

Keith Campbell

BUG HUNTER



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We are constantly trying to improve both the program quality and production quality of our listings. If you look at the Spectrum and Commodore listings in this issue, you'll notice that we've adopted a new approach to try to improve matters, and we hope things will get even better over the next few months. Nevertheless, one or two errors have still found their way into the final pages.

PORTRAIT DUNGEON

Eagle-eyed readers spotted that the instructions to this listing in our April issue, referred to "both programs", but could only see one. Listed below are the missing lines from the header program. We've also reprinted line 10 of the main program for people with poor copies. In addition there are a couple of alterations:

(a) Change CLOSE#/ 2 with CLOSE# N1 in line 2520.

(b) Add line 1585 as . .

1585 IF OC(42.N)<>N5 THEN R$(M.M1) = 'What and get my hands dirty!!":GOTO RT

SUPER CLOWN

We've had quite a few enquiries about this program in March. However, after consultation with the programmer himself, there appears to be only one error. This is the POKE statement in line 1010, which should read:

POKE 756,P(1)

It seems that the original program was designed to work on a 16k machine, and this poke wouldn't allow it to work on any other, but P(1) is set to the correct value in line 30055.

HERO

We wrongly stated that this program would work on a 3.5k unexpanded Vic — but 16k expansion is actually needed. We would like to apologise to all our readers with sore fingers because of this!

AMSTRAD LAUNCH

Amstrad, the producers of the CPC 464, the computer with a built-in monitor and cassette deck, have launched a new computer with a built-in three inch disc drive named the Amstrad CPC 664. Apart from a few changes to the graphics command and an enhancement of the disc operating system, the micro is exactly the same as the previous cassette-based CPC 464.

Although all programs written by Amsoft for the CPC 464 will run on the new computers, some games and utilities produced by independent software houses will not run on both computers.

So, if you've bought or are planning to buy an Amstrad CPC 664 then check with the manufacturers to make sure that their software works with your computer.

FUTURE PROGS

A massive selection of reader's programs come into the office each month for possible publication. Unfortunately, many of these, though almost good enough to publish, are let down by trivial matters which could easily be rectified. Listed below are a few points which you may like to consider before submitting a program.

Type of Game:
Most games tend to be of the arcade type, simply because we receive more of these than any other. We sometimes print a good strategy game, or two player game, especially if it's an original idea.

Adventure games don't, on the whole, fare too well. The most obvious reason being that if somebody has gone to the trouble of typing in the program, they have probably read all the solutions. One way around this is to code the data, which may also help the other main drawback of Adventure programs — their size.

We don't often print utility programs — after all, who wants yet another sprite designer? Nevertheless, we will consider any good, original programs in this category, if they would be useful to the games programmer.

Languages:
Any printed programs must be printed using a machine's host language, which will almost always be either Basic or machine code.

Even humble Basic programs can be difficult to type in at times. You should bear this in mind when writing the program. Try to structure the program, use meaningful names, don't let the line lengths get too long, and try to keep the unusual symbols to a minimum. Most typing errors tend to occur in the middle of a long line which is full of user-defined graphics, cursor movements, or the like.

We receive quite a number of machine code programs, and some of them are excellent games which can't be published because of the way they have been written. Any machine code programs or routines should be presented as a Basic loader. This can load either decimal data or character data, which is then converted.

If there is a lot of data (this applies to ANY data, not just machine code), then include a checksum — this is just a counter which adds up the value of all the data to ensure that it finishes with the correct total.

Presentation:
It's surprising just how much the way a program is presented can affect its chances. It should go without saying that your program should be totally error free. Doesn't it?

In addition, try to make the program enjoyable. This can be done by making it "user friendly", ensuring that the user knows exactly what to do.

This doesn't mean that the instructions have to be included in the program — after all somebody will have to type them in — but make sure that the user knows what to type when you prompt him. Also check manually for any mistakes in the user's input, don't just leave it up to the computer to give an error message.

Finally, though we realise many people use monochrome televisions for their micros, try to make good use of colour wherever possible. Multi-hued graphics and a colourful title-screen can give a program that professional touch.

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For our good friends with other home computers, our programmers are busy producing original games for you as well. They are all illustrated on this page. **HENRY'S HOUSE** on the Commodore 64, and **JET-BOOT JACK** on the Electron are now available at selected branches of **W.H. SMITH.**

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The BOND DIARY



Security was tight — but not tight enough. I found an unlocked skylight and sneaked into the building. Finding the Softstone office was easy after that and my trusty set of skeleton keys did the rest.

Sifting through the paperwork I found in the wall safe, I soon had what I wanted. I slipped out the micro-camera and snapped the plans of their new project.

Swiftly I replaced the papers and left the office. I could examine the plans in comfort later. Back through the skylight and down the fire escape — narrowly avoiding a guard walking a vicious looking dōg. In the car I sat back and relaxed for a moment — 007 would have been proud of the way I handled this mission . . .

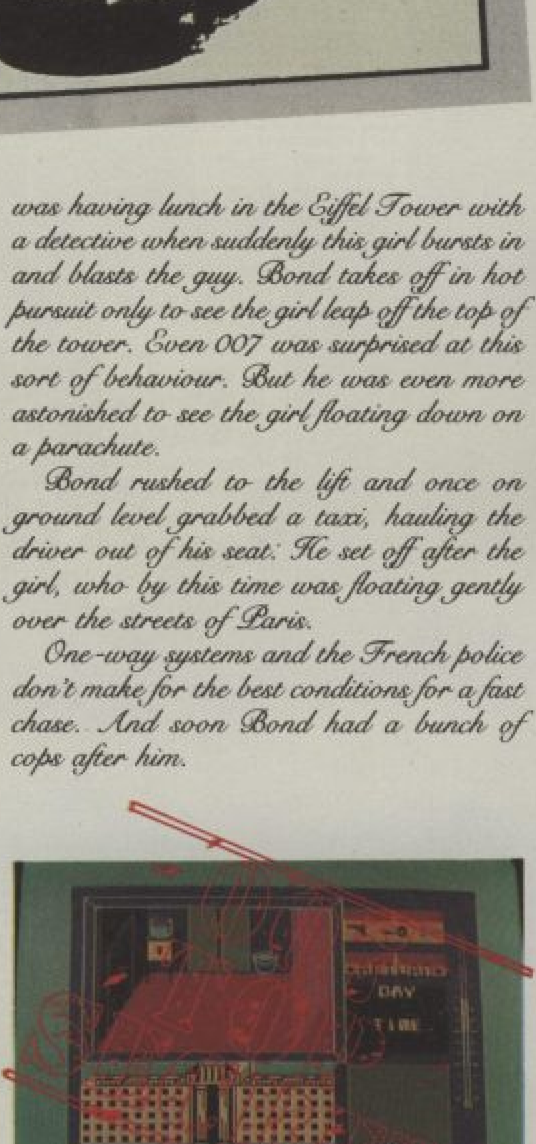
* * *

Back at the flat I quickly developed the film and sat studying the plans for – a new video game! Had I risked life and limb for this! But soon I realised why M had sent me – the so called "game" was a bit too close to 007's last secret mission for comfort. As I examined the film, I remembered how Bond had saved the world once again...

It all started in Paris – and the game followed the events pretty accurately. Bond was having lunch in the Eiffel Tower with a detective when suddenly this girl bursts in and blasts the guy. Bond takes off in hot pursuit only to see the girl leap off the top of the tower. Even 007 was surprised at this sort of behaviour. But he was even more astonished to see the girl floating down on a parachute.

Bond rushed to the lift and once on ground level grabbed a taxi, hauling the driver out of his seat. He set off after the girl, who by this time was floating gently over the streets of Paris.

One-way systems and the French police don't make for the best conditions for a fast chase. And soon Bond had a bunch of cops after him.



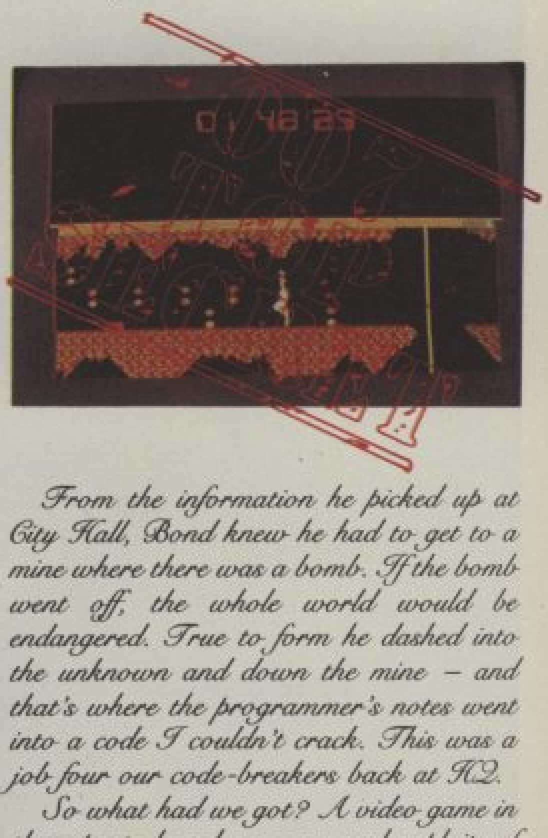
The game plans followed this scenario pretty closely – Bond's computer car could even make handbrake turns to avoid police road blocks! The screen display also included a tracking device based on secret service design. How did these guys get their information?

In reality, Bond reached the place where the girl was going to land and captured her. In the game, if you miss the landing, the girl – known as Mayday – gets into a car and Bond must chase her through the streets – with yet more French cops on his tail! Well, there's one thing they got wrong. Bond ALWAYS gets the girl.

Still, in this case, Bond extracted some secrets from Mayday before she escaped him again – and as a result he dashed off to San Francisco where more mayhem awaited him. He got trapped in City Hall which had been set on fire by another evil villain! The game got this bit right too. The designers call it an arcade adventure. Bond called it something else afterwards – unprintable, of course.

The game plan follows Bond's bid to escape from the burning building pretty closely – even down to having him help a beautiful blonde escape from the flames. Programmer's notes say that the girl may well talk. Someone has been talking already!

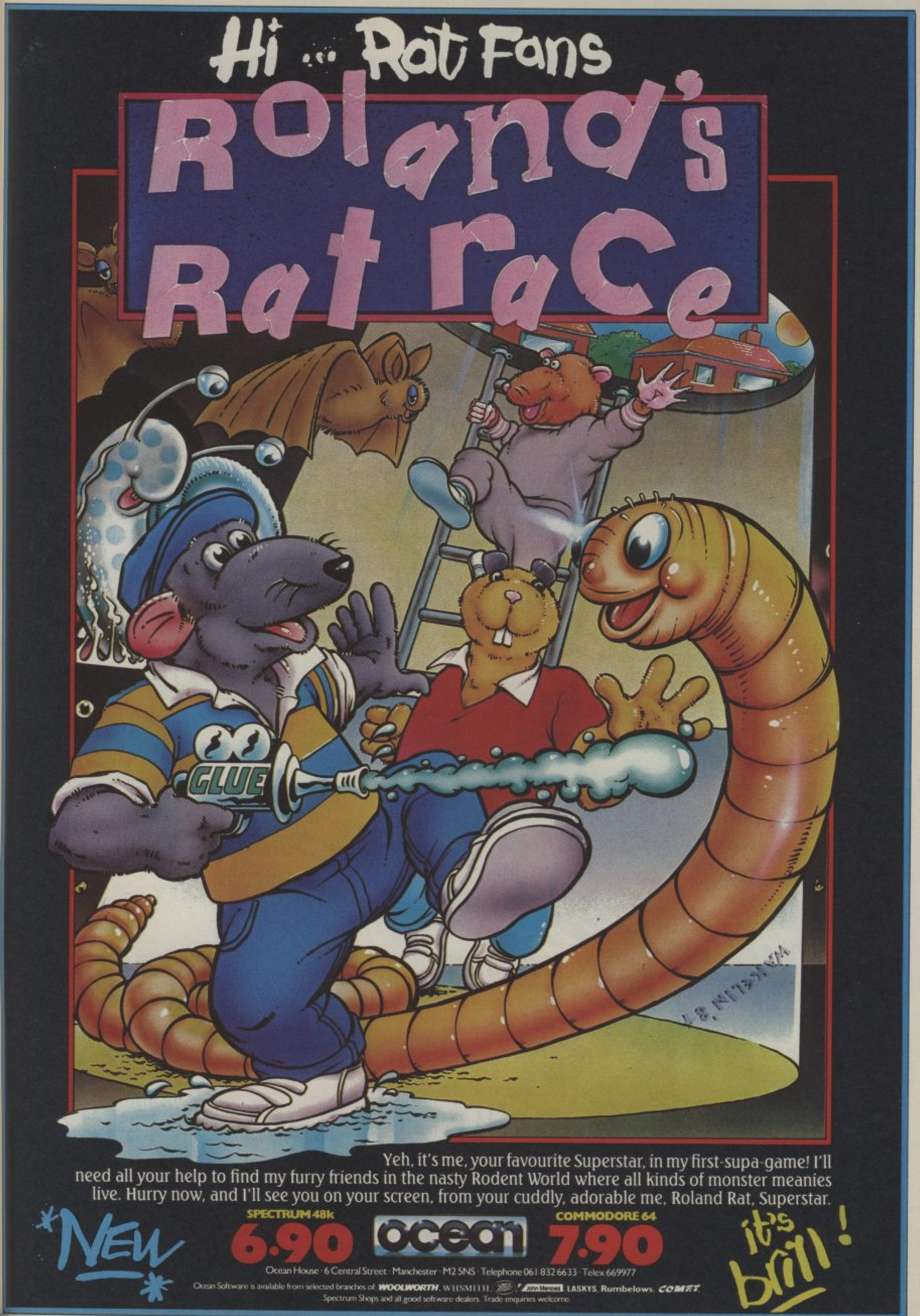
Bond had to find the security code to escape from the building – and this part of the game includes that. Too close to the real thing.



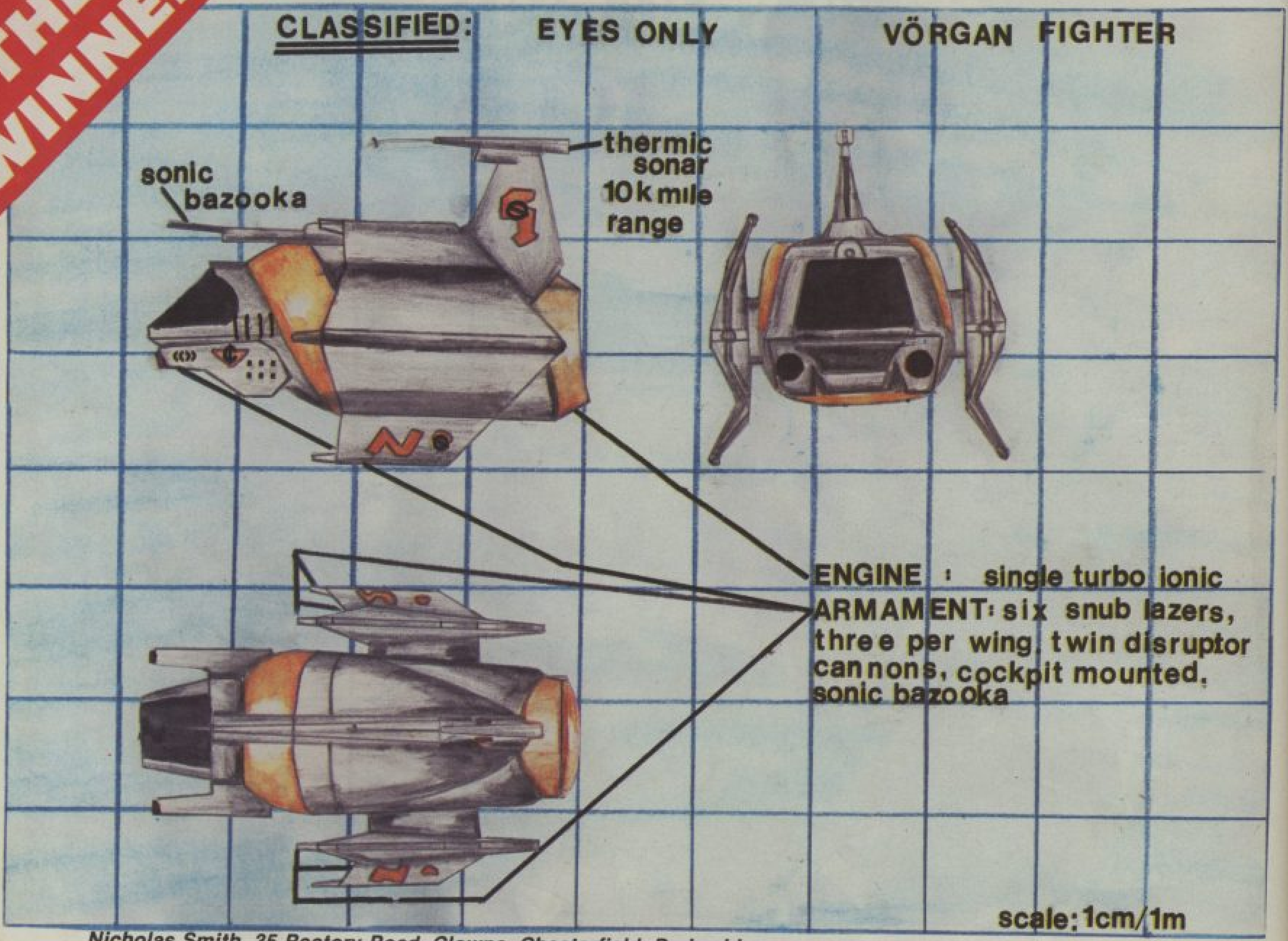
From the information he picked up at City Hall, Bond knew he had to get to a mine where there was a bomb. If the bomb went off, the whole world would be endangered. True to form he dashed into the unknown and down the mine – and that's where the programmer's notes went into a code I couldn't crack. This was a job four our code-breakers back at HQ.

So what had we got? A video game in three parts based on some real exploits of the world's best secret agent with great graphics and sound. Who was close enough to Bond to know all this? There must be a Mole in MI6! My next job must be to find him...

NEXT: ALL IS REVEALED!


Hi .. Rat Fans
Roland's Rat Race
GLUE
Yeh, it's me, your favourite Superstar, in my first-supa-game! I'll need all your help to find my furry friends in the nasty Rodent World where all kinds of monster meanies live. Hurry now, and I'll see you on your screen, from your cuddly, adorable me, Roland Rat, Superstar.
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THE WINNER



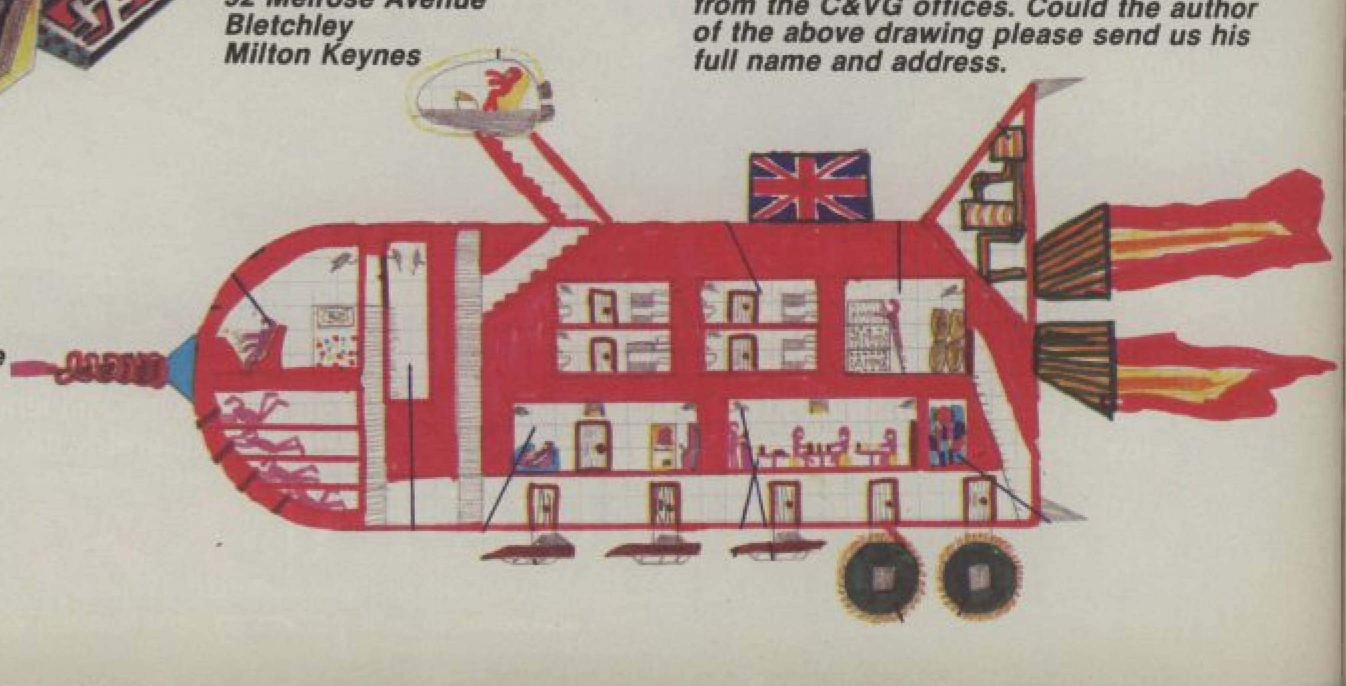
Nicholas Smith, 35 Rectory Road, Clowne, Chesterfield, Derbyshire



Jonathan Eggelton
92 Melrose Avenue
Bletchley
Milton Keynes

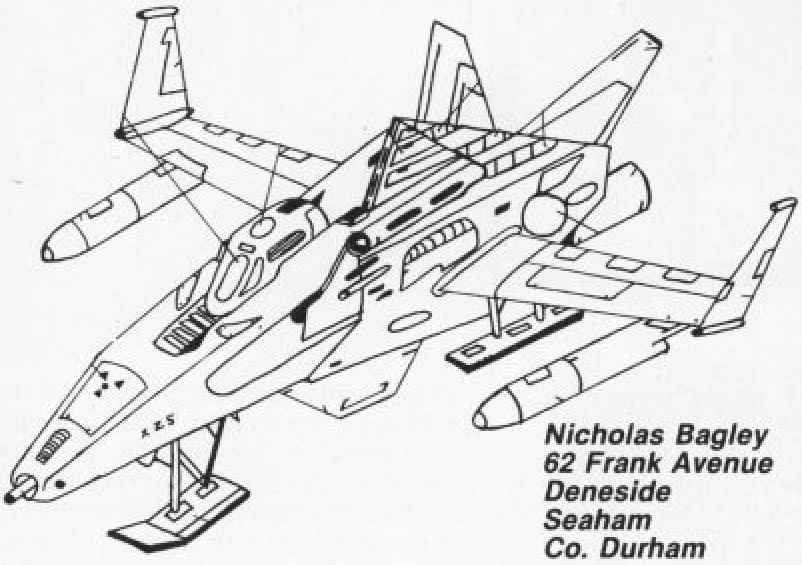


A full list of all the winners is available from the C&VG offices. Could the author of the above drawing please send us his full name and address.

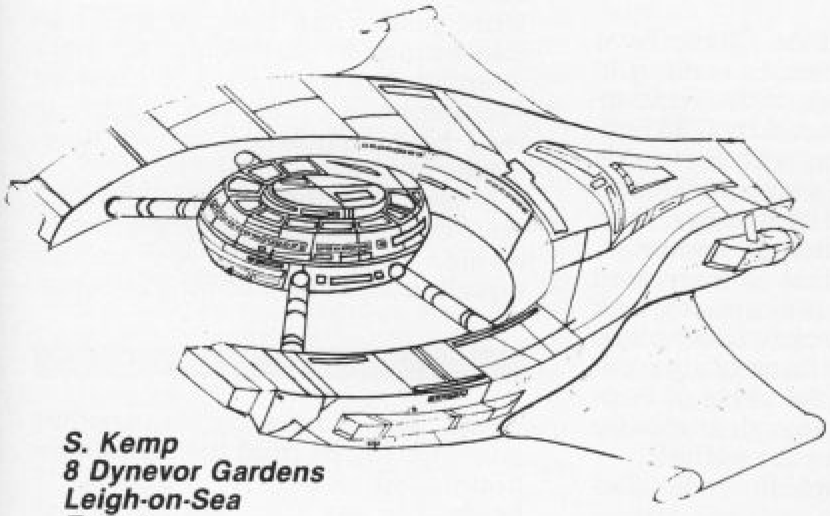


Paul Armatage
13 Longridge Drive
Whitley Bay
Tyne and Wear

Hundreds of you understandably wanted to win System 3 games for life in our great paint-a-space-ship contest. We liked your work so much that we decided to print just some of the entries we received. It's just a shame we can't print more examples of your work. Thanks for putting so much effort into your entries — not a duff one among them! The C&VG Spacecraft Construction Company is now going into business with a few of your designs!

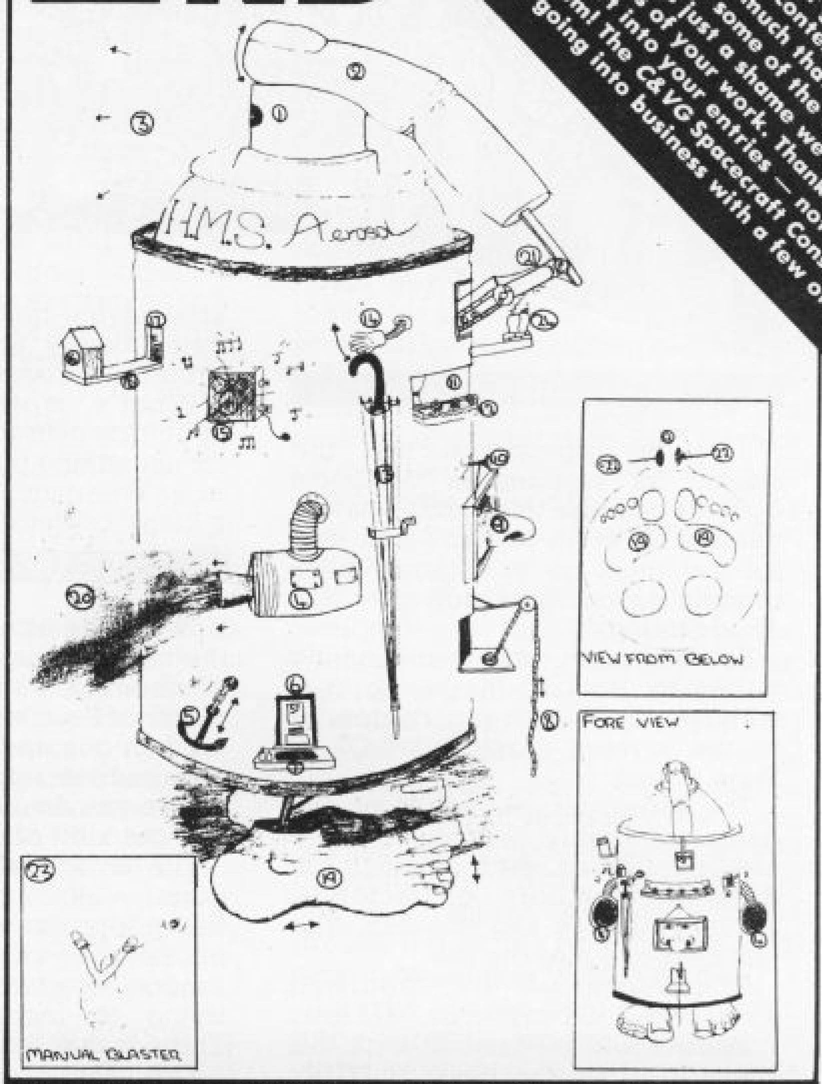


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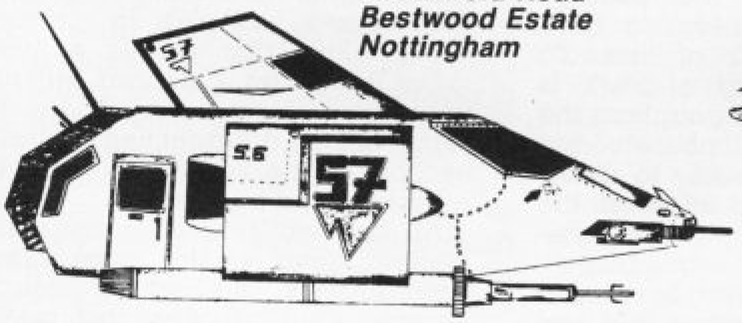
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8 Dynevor Gardens
Leigh-on-Sea
Essex

2ND

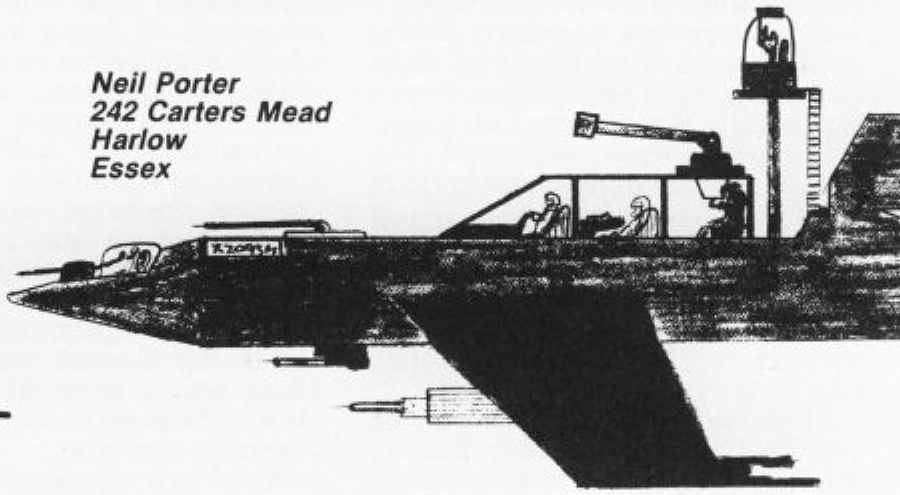


Stuart Kingdom, 152 Ringland Circle, Newport, Gwent

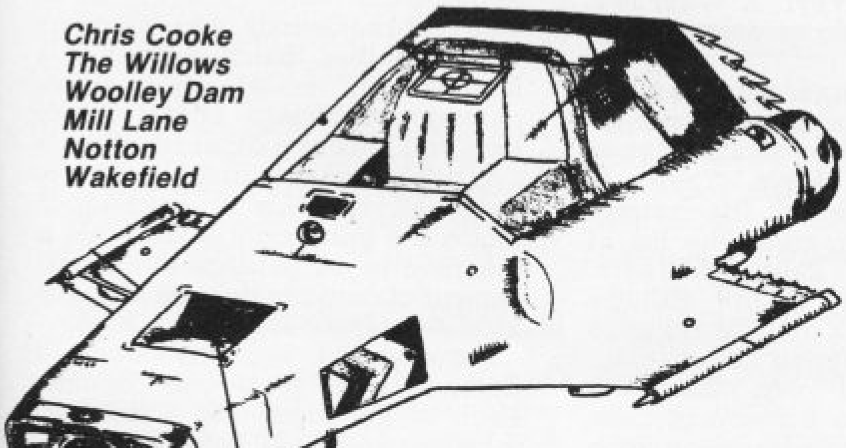
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Nottingham

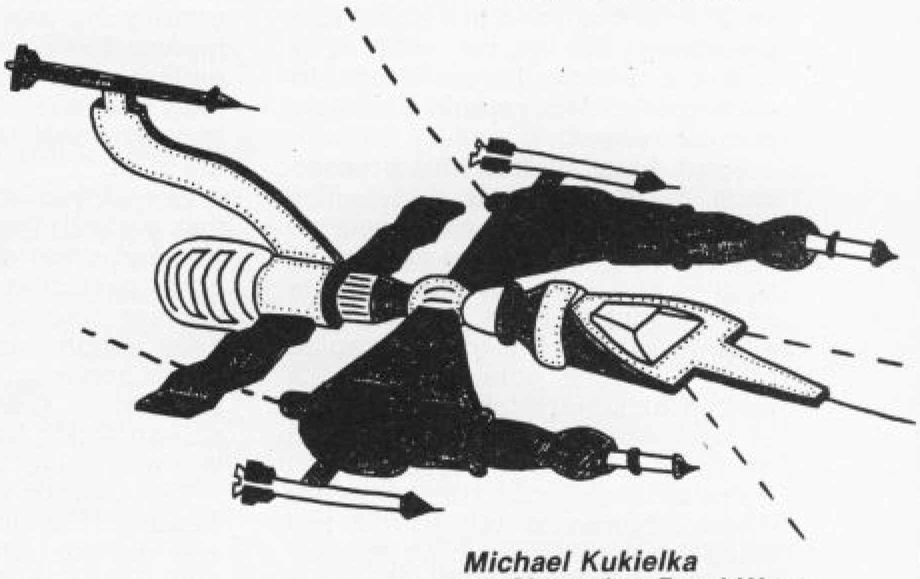


Neil Porter
242 Carters Mead
Harlow
Essex



Chris Cooke
The Willows
Woolley Dam
Mill Lane
Notton
Wakefield





Michael Kukielka
43 Clarendon Road West
Chorlton cum Hardy
Manchester



BY MIKE SINGLETON, AUTHOR OF THE BEST STRATEGY GAME, 1985

5TH COLUMN

RASPBERRY SEASON

It's quite appropriate that the season for raspberries is almost upon us because this month I have a number of them to hand out. The loudest must go to a game that's grandly called *Superpower — The Final Strategy*.

Foisted upon the unsuspecting public by Howard Marketing, it is without doubt a strong contender for the coveted Worst Game Of All Time award.

The principal elements of the game are highly derivative. There are 24 countries, each of which has different numbers of factories, armies, missiles and shelters. The aim is to conquer the lot.

Ex-readers of the mourned *Personal Computer Games* magazine will be familiar with this scenario — it's the basis of PCG's Final Conflict, their multi-player postal game.

In *Superpower*, however, all the subtleties of Final Conflict have been lost. With an unfailing knack for tedium, the designer of *Superpower* has even restricted the orders you can give to one country per turn.

Since the orders you can give are simple — build armies, missiles, shelters, factories or attack a neighbour (but only *one* of these) — the player is faced with making a series of Noddy choices.

Although *Final Conflict's* options per country were equally simple, the fact that you had to give orders for all your countries in a single turn presented the player with true strategic choices, for each *combination* of orders would have a complex effect.

Apart from all this, the presentation of the game is awful. The continent you are supposed to conquer is a 4×6 rectangle of squares and — you've guessed it — each country is a square. No attempt has been made at graphic frills — a nice little picture of a missile or factory for example. It's all bare words and numbers. Input of orders is equally annoying; if you make an illegal order, the computer doesn't bother to tell you, it just waits dumbly for you to try again.

I do wish people like Howard Marketing would seek some professional or at least knowledgable advice before wasting a lot of time, money and effort trying to promote a disaster.

What's worse, they expect Spectrum owners to cough up £4.95 for something that would have been more entertaining if it had remained a blank cassette!

A CASE OF LISTITUS

Now it's the turn of the C64 to have the odour of raspberries wafting in its direction. I speak of the *Dragonriders of Pern*, released by CBS Software in conjunction with Epyx. It's an arcade-strategy game of the sort where you do a bit of strategy, then you get a bit of action and so on.

The arcade section is very well done — although it seems to lack the variety a true arcade freak pines for. Perched on the back of your pet dragon, you roam the skies of Pern trying to incinerate the deadly Threads that assail your planet.

The Threads, which look like pieces of string to me, are microorganisms that burn flesh and consume all living matter. If you don't manage to stop them, your lands will become a barren waste. High quality graphics and action to be found here.

The designer of the strategy section, however, seems to have had a severe attack of lists. To quote, "a vivid map of Pern is displayed randomly throughout the Negotiation/Intrigue phase", but since this is used mainly to determine who is going to intercept the latest Threadfall, it has little relevance to strategy.

The strategy phase is played entirely by manipulating lists and menus. The event screen is a table outlining the current events associated with each Weyr. A Weyr is a habitation of Dragonriders, so we are told.

The action menu/status screen lists eight different actions open to you and gives more details of your own particular Weyr. There is another screen which the instructions simply refer to as the list of major holds, craft halls and Weyrs, and lastly there is the attitude screen which lists the five attitudes you may select during negotiation.

The politics of Pern makes the Balkans look like a piece of cake and the strategic options open to you are almost all to do with diplomacy (although you can opt to fight a duel).

Competition is fierce between the six Weyrs, up to four of which may be controlled by human players. This should make for an interesting game of Machiavellian manouevre but the fact that any of your actions, at best, results in a number or word in one of the many lists dramatically changing to another number or word makes the intrigue about as interesting as dishwater. So little attention has been paid to creating "atmosphere" that you might as well be manipulating school timetables or laundry lists.

In fact, you might as well forsake your computer and play the board game *Diplomacy*, yet to be equalled for back-stabbing intrigue.

U.S. MOULD

Battle for Normandy is another game for the 64 from the seemingly bottomless coffers of US Gold. I hesitate to say from the bottom of the barrel because, like most American software, the game is superficially slick and well-presented. However, it lacks in that most important ingredient, playability.

The format is familiar — larger than screen hex map in glorious technicolour that scrolls as you move the cursor, coloured squares with a variety of symbols to represent the different units, a small section of the screen devoted to messages and unit data.

All this works and works well, looking good at the same time. Unfortunately, it's not so much Rommel's bombardment that makes you quail as the barrage of statistics flung at you by the computer, all in garbage-out mode (you know, so many abbreviations and numbers flung together that it looks like a high-security code). This alphanumeric nightmare occurs every time you look at a different unit.

When it comes to giving orders to units, all input is in garbage-in mode. As you might guess, this is the reverse of garbage-out mode; instead of trying to decode abbreviated data, you have to type it in!

For example, you may choose a defence level from one to nine. Each of the digits has a different meaning and it's a better memory-bank than I who wouldn't be able to play sensibly without the rule-book permanently to hand.



In fact, the rule-book gives two important clues as to the reason for this statistician's paradise. First, the game is designed by SSI. Second, four pages consist entirely of charts, lists and varieties of combat resolution tables. Conclusion: SSI, a well-known board wargame company, have simply taken their standard board game techniques and grafted them onto the C64. Will someone please tell them that one of the joys of playing wargames on a computer is that you no longer have to bother with all those dreadfully boring combat resolution tables, all the finicky calculations and all the welter of naked numbers? This sort of game makes log tables light-reading.

So far, so good; *Archon* could still be just a run-of-the-mill chess variant, but now it takes off at a tangent. If you so desire, you can miss out on an ordinary move and instead cast a spell. Six different spells are possible but they must be used with care since each can be used only once. This is just as well because some of them are pretty powerful.

Finally, and to the horror of all dedicated purists, there is arcade action. Instead of simply moving to take a piece, the display switches to a combat arena where the two pieces battle it out in real-time.

Since each of the pieces has its own individual way of fighting and its own vulnerabilities, this is far from a simple shoot-'em-up. Even if you lose, the wounds you have inflicted on the victorious piece will make it less effective the next time round. It certainly adds to the fun, if not to the meditation, but the drawback is that you must have two joysticks to play.

If you do have two joysticks and you own a Commodore 64, you really should try *Archon*. It's rare, original and unusual and, as a fun strategy game, it's not to be missed.

YOU AIN'T SEEN NOTHING YET

Since games were first played, certain creative individuals have always been tempted to tinker with the rules; usually, this is called cheating. On rare occasions, however, the new angle is recognised as the stroke of genius it was always intended to be.

We all know how some clever clogs invented Rugby Football by actually picking up the ball and running with it instead of sticking to the stodgy old rules.

Chess, in its long history, has been no exception. Indeed, it wouldn't be the game it is today unless a few brave souls had had the courage to defy tradition. What's more, chess variants such as rifle chess (you shoot pieces instead of moving to take them) and losing chess (you must take if you can and win by getting yourself in checkmate) are well-known and popular.

But, if you think that chess must surely have reached the end of its long road of refinement and elaboration, you ain't seen nothing yet!

Archon from Ariolasoft, via Electronic Arts, does for chess what Busby Berkeley did for swimming pools and what Hollywood did for the Olympics last year.

It gives it the full treatment with zip, verve and razzamatazz. As it happens, I thought the opening ceremonies of the LA Olympics went wildly over the top and could do nothing but laugh when they wheeled out all those grand pianos, but *Archon*, thankfully, stays firmly within the pale.

The board, whilst remaining an eight by eight array, has had a considerable facelift. Certain squares change colour rhythmically throughout the game, lending more or less power to the pieces that occupy them. In addition, five of the squares have become power points which can heal the wounds your pieces have suffered and can also win you the game if you capture them all.

The pieces have been completely transmogrified. Wizards, phoenixes, dragons, unicorns and a host of other fantastic creatures replace the familiar kings, rooks and pawns. Each piece, as you would expect, has its own particular modes of movement and attack, but to make things more intriguing, each player has a completely different crew.

SELDON'S GAME

Those of you with weary fingers will be glad to know there's no more listing to be typed in this month. Instead, I'm going to take some time out to explain the mechanics of the game in more detail.

First, let's look at the four numerical variables associated with each star — growth, centralisation, strength and power. A star's strength is a measure of its intrinsic economic/military status and changes each turn in accord with the star's growth rate. It does not, however, directly influence the star's political status.

Power is the variable that determines which star rules which. The influence one star exerts over another is calculated from that star's power and the distance involved. If a star exerts more influence than any other star over the target (this includes the target's own influence over itself), then it becomes the ruler of the target star. Because of the distance factor, some stars may be rulers of nearby stars but be ruled themselves by a vastly more powerful but more distant neighbour.

The power of a star depends on its strength plus a proportion of the strength of stars it rules and *minus* a proportion of its own strength (strength that it lends to its *own* ruler). This proportion is the centralisation factor.

Now, sociotype and epoch. Sociotype is the only thing that remains constant about a star. Basically, its sociotype determines how and when a star's epoch will change. For instance, a Zero Normal star can only have two epochs, Imperial and Communal. The Zero Normal sociotype subroutine will determine at what thresholds of strength, centralisation, power and growth the switch from one political system to another will be made.

Epochs simply determine how a star's growth and centralisation change with time. From last column's listing you will notice that an Imperial star's centralisation diminishes as its power increases whilst a Communal star's centralisation every phase.

Now comes the big question — what does the player actually *do*? Every phase he has the option (as Seldon planned for his psycho-historians) of intervening in galactic history and changing the epoch of just one star system. His aim is to shorten the time it takes for a single star to dominate all the others, thus re-establishing the Galactic Empire. As a yardstick for his degree of success, he can first let the game (or history, if you like) run without interference, to see how long it would have taken without his intervention. He can also compete with his fellow psycho-historians (if he's got any friends) to see if they could have done better with same galactic scenario.

This month, I'm going to ask for suggestions. We'll re-name the Zero Normal type stars after the person who sends in the best subroutine for determining when Zero Normal star switches from Imperial epoch to Communal and vice-versa. There will be similar fame for the person who designs the best new sociotype of star, complete with a fresh set of epochs and associated routines (although you can include the ones given already if you wish). Good thinking, till next time!



Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged

continued from page 21

11 IMPOSSIBILITY

MACHINE: CBM-64
SUPPLIER: Ariolasoft/ Broderbund
PRICE: £9.95 (cass.) £11.95 (disc)

Nice game — shame about the graphics! *Realm,* along with the classic *Archon,* must be one of Ariolasoft's most interesting games to date.

The basic idea comes direct from Dungeons and Dragons — you have to go on a quest through 13 dangerous dungeons in search of the seven crowns of the Middle Kingdoms, stolen by the evil cleric Wistrik.

Zombies, snakes and other nasties inhabit the dungeons — but you can pick up various spells along the way which are useful when fighting off these horrors.

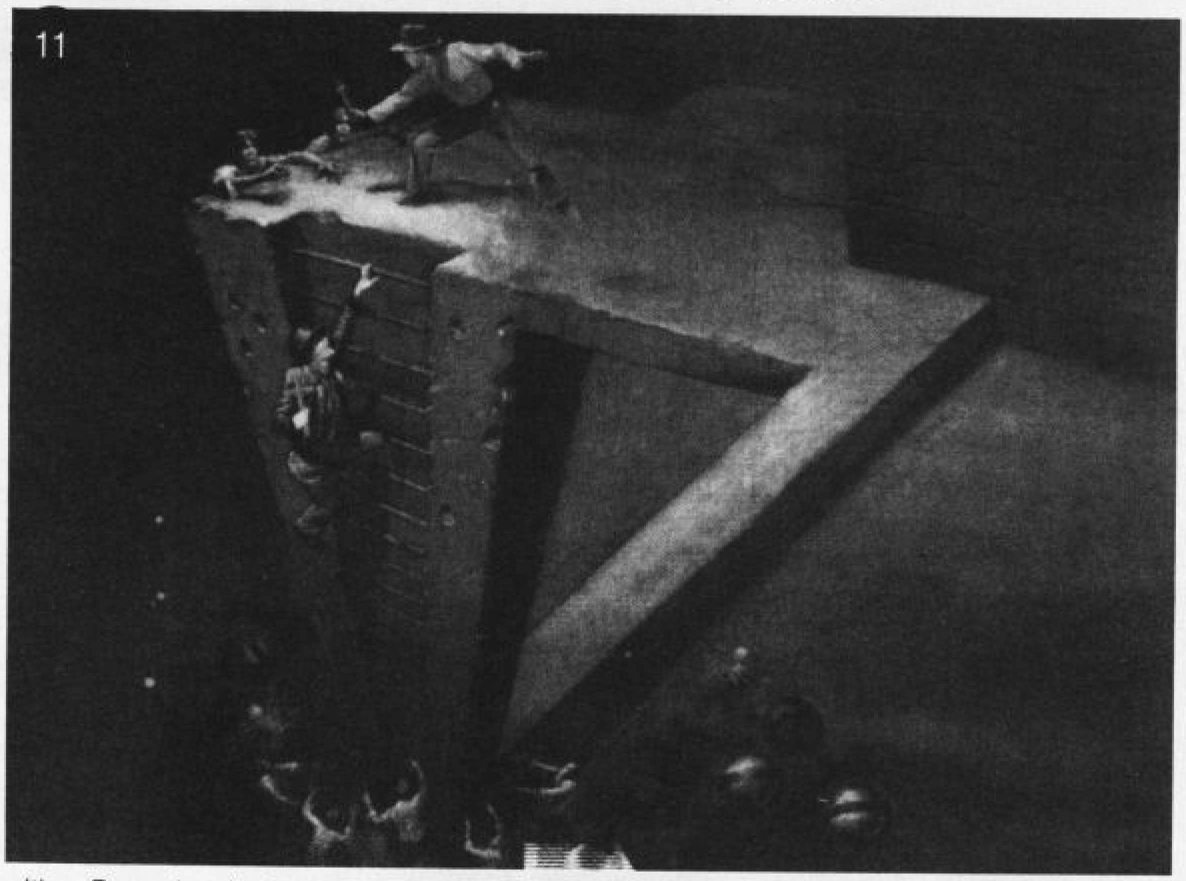
The dungeons are drawn 3D style and don't look that bad — but the rest of the characters you find look not unlike pin-men!

The sound is good, the program well presented — with an extensive set of instruction screens on the disc version — and the list of game options is impressive. You can select which dungeon you wish to explore and the difficulty level.

There is a neat two player game which features a unique "resurrection" option.

• Graphics	5
• Sound	7
• Value	6
• Playability	7

11



BERKS TRILOGY

MACHINE: CBM-16
SUPPLIER: CRL
PRICE: £6.95 (each)

Arrghh! The Berks have arrived in force! Three action-packed arcade games from programmer Jon Williams.

The trilogy kicks off with a *Berserk*-style shoot-out. The *Berks* have arrived — protected by their faithful homing drones who cannot be killed, only stunned.

Your mission is to pilot your expanding Terror Tank and destroy each Berk-infested area. 32 screens of mindless destruction — great isn't it!

In *Berks II,* subtitled *Major Blink,* you'll find yourself doing a bit of painting.

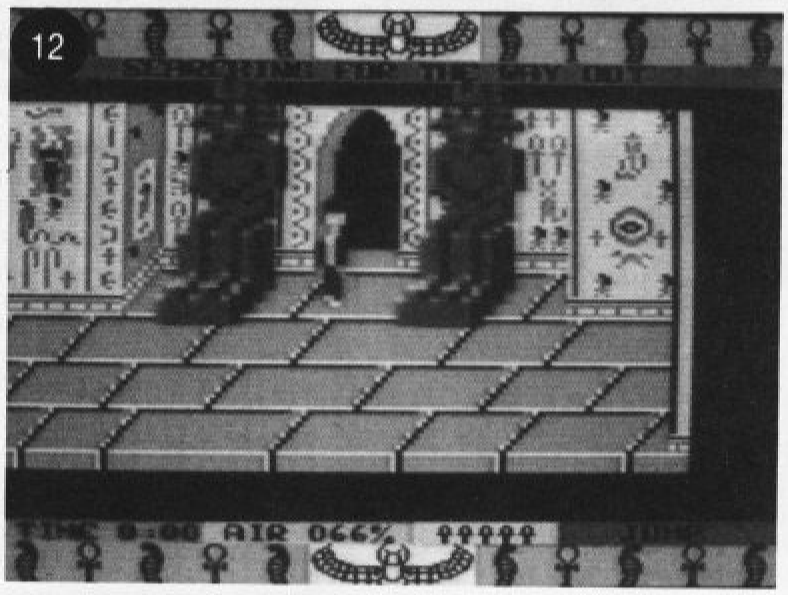
You have to guide Major Blink around various screens, filling in the squares with your paintbrush and avoiding the nasties. The further you get into the game, the more complicated it gets.

Berks 3 is perhaps the most complex of the three games. It's an arcade Adventure style game with a good deal of zapping involved.

All the Berks games feature colourful graphics and good sound, but you really need a joystick to play them as the action gets fast and furious!

• Graphics	8
• Sound	8
• Value	9
• Playability	9

12



12 ENTOMBED

MACHINE: CBM-64
SUPPLIER: Ultimate
PRICE: £9.95·

Sir Arthur Pendragon, hero of the *Staff of Karnath,* is back in action in Ultimate's second offering for the 64.

This time he's trapped underground in an archaeologist's paradise, a labyrinth of connecting chambers, stuffed with treasure, secrets and some nasty surprises.

Excellent graphics and clever puzzles add up to another smash for Ultimate. The only gripe is that *Entombed* is a little too close to *Indiana Jones.*

• Graphics	9
• Sound	7
• Value	8
• Playability	8


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Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?



MAMA LLAMA

MACHINE: CBM-64
SUPPLIER: Llamasoft
PRICE: £7.50

We make no excuses for delaying our review of Jeff Minter's new game. He has been a harsh critic of reviewers who don't read game instructions before they write — and before you start playing *Mama Llama* you have to read Jeff's very own version of *War and Peace* before you can load up the game.

He describes it as a very unusual video game. And it is. It must be the only game around which gives the player the chance to change the structure around quite so much.

You can set up each game you play exactly as you wish — which gives the beginner a chance to get into the game and an expert the chance to really show off.

The basic idea of the game is to protect Mama Llama and her twin babies, who find themselves in various hostile locations, using the unique KillDroid facility.

Jeff's continuing fascination with gravity also gets a look in as the different locations have varying gravity factors.

The game comes in two parts — the initial "grid" phase in which you select which wave location you wish Mama Llama to visit and the main "wave" screens themselves. Some waves are simply shoot-'em-up screens — but others are puzzles.

The graphics are bright and bold and the sound — with musical arrangements credited to James Lisney — are nice too.

Mama Llama is a game for dedicated Minterites. Lesser mortals might find it a mite too complex for them. It's essential to read the detailed instructions BEFORE you even think about playing. Me? I still reckon *Ancipital* is Jeff's best game to date.

• Graphics	9
• Sound	9
• Value	7
• Playability	7

FRANKENSTEIN

MACHINE: BBC
SUPPLIER: Icon
PRICE: £7.95

With *Frankenstein*, Icon have managed to do the impossible and come up with an original idea for an arcade game. It could, however, have been better executed.

The scenario is strongly reminiscent of *Fantastic Voyage*, the movie in which a submarine is injected into a man's body to save his life. Here, you're inside Frankenstein's monster's body, a lurid assembly of human parts, only the object is to do him in.

It's a great idea, but the graphics aren't that hot, the movement is jerky and a bit slow, and above all, it's too easy to dispose of the hazards. You won't feel challenged for very long.

• Graphics	7
• Sound	7
• Value	7
• Playability	7

FANTASTIC VOYAGE

MACHINE: Spectrum
SUPPLIER: Quicksilva
PRICE: £6.95

Although *Fantastic Voyage* was a fairly chronic film, the program from Quicksilva is far from that.

Cast your mind back to Raquel Welch and Donald Pleasance in charge of a submarine which was miniaturised and injected, along with its occupants, into the comatose body of a scientist suffering from brain damage.

Quicksilva hasn't followed the plot to the letter, but almost. Your submarine couldn't stand the shock of miniaturisation and disintegrated into six parts throughout the scientist's body. You have to put it back together again by finding all the bits and taking them to the brain.

If your knowledge of anatomy isn't that hot, don't worry because a complete body shows where you are. So, if you've never heard of the hepatic artery and you find yourself in it, at least you can see where it is in relation to the rest.

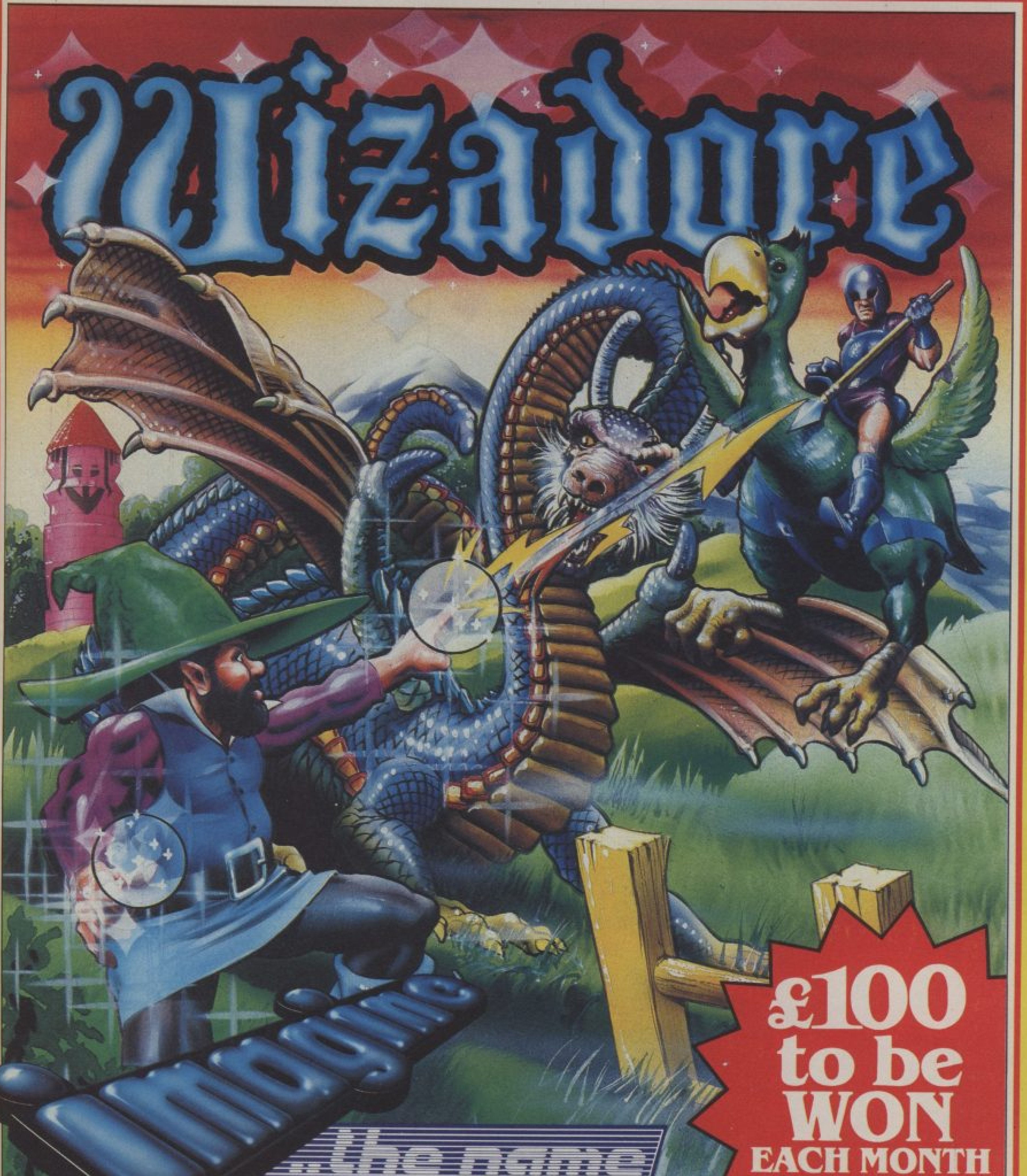
Unfortunately, this particular scientist is a sickly chap, prone to infections, viruses and growths. Fortunately, you are equipped with a laser which blasts these nasties away as you swim across them.

Swimming is a pretty exhausting activity at the best of times, but in *Fantastic Voyage* you can top up your energy levels by absorbing oxygen — the red blobs.

Don't expect really spectacular graphics with *Fantastic Adventure* — but you have a great excuse that you're doing something worthwhile with your Spectrum if your mum asks!

• Graphics	7
• Sound	7
• Value	8
• Playability	8

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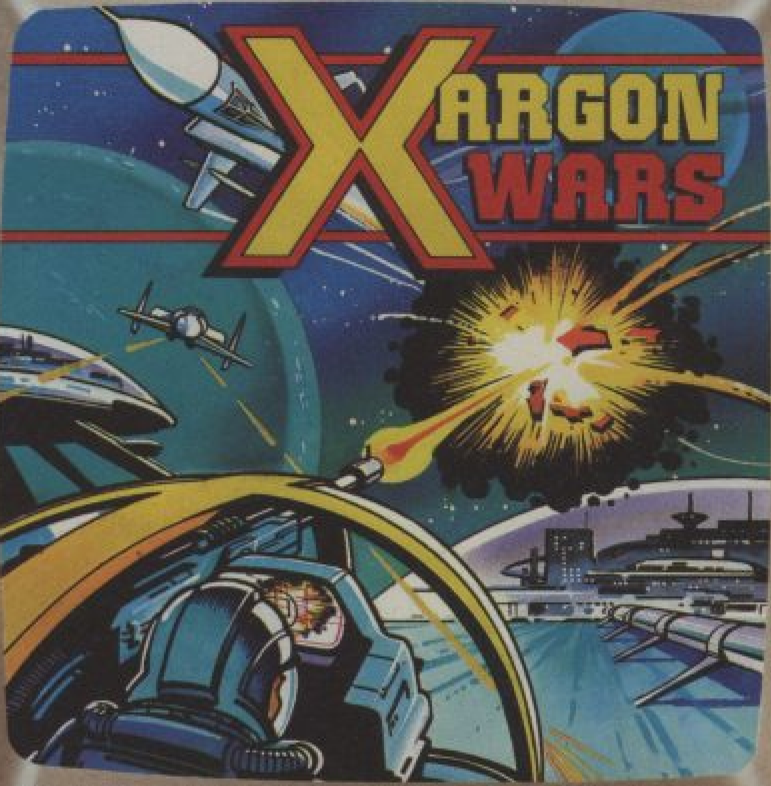
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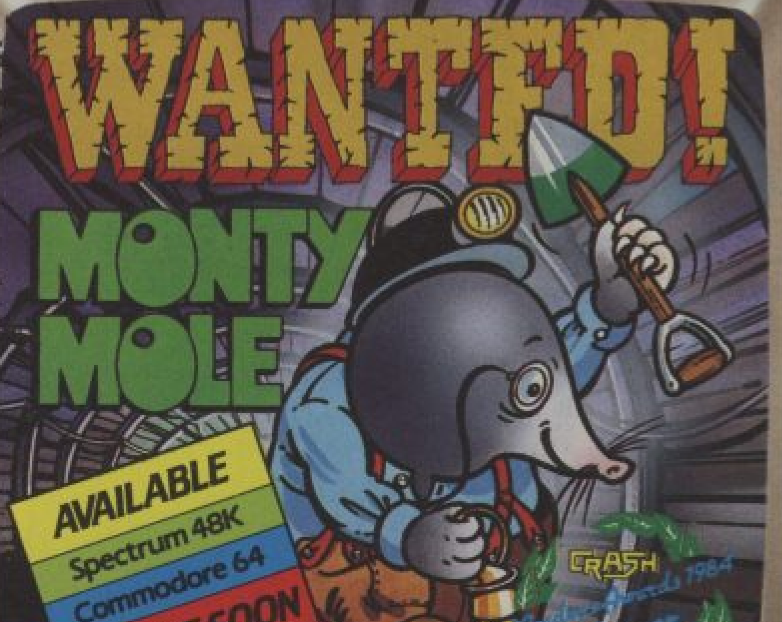


A battle spectacular in the classic mould – defend your mother planet from the alien hordes. Put to test your skills as gunnery commander as the space invaders launch wave after wave of laser bombs. Will your nerve last out and reflexes quicken as each success you attain is met by an even faster attack the following level.

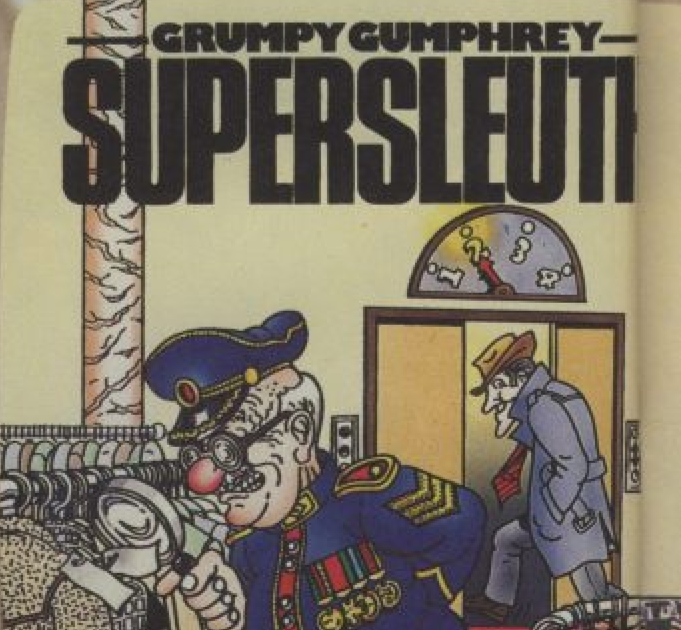


Trapped within an eespace
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HITS on Spectrum 48K



The original adventure of this famous friendly mole. Searching out coal he encounters enormous dangers, mechanical and human, and bravely faces the awesome challenge of the mighty King Arthur and his personal bodyguard, armed to the teeth with mammal repellants.



Ageing, losing his sight and panic stricken with overwork can Grumpy Gump
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fantasia. A kind assistant is needed to help round-up the thieves, cathe g
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Colour, Outstanding, Graphics and lots of intrigue are the features by wh
reputation for quality softwar

So when you next sit down at your keyboard, follow the Gremi
fingers over a Gremlin speial

Available from all good softwa



Sound: Does the game sound like a Duran Duran LP played at half speed — or does the noise from your micro knock you half-way across the room? The *C&VG* review team don't judge games with their ears plugged up, we can tell you!

13 GATES OF DAWN

MACHINE: CBM 64
SUPPLIER: Virgin
PRICE: £8.95

STAR GAME

Stand on the threshold of a dream. Take one step over ... and try to discover the "enigma as yet unsolved."

That's the perplexing lure of *Gates of Dawn*, the 64 screen challenge from Virgin Games.



It's set in the shadowy world between sleep and waking — a world of pleasant dreams or of ghastly nightmares.

Your quest, as an armour-clad knight from a bygone age, is to travel through these endless, timeless passages in search of what Virgin calls "the subliminal experience."

Progress through this arcade-style game is charted on a chess board map. Objects encountered may be collected and an inventory is displayed below the map.

Another column shows lives and strength left plus current score.

But what is encountered in this surreal world of dreams? ... bats and giant spiders, bottomless pits, an army of knights, ghostly visions and losts more!

Gates of Dawn, with superb graphics, animation and sound, combines joystick action with strategy, enabling you to pit your wits in an effort to solve the mystery of the dream and the "mystery of the mind."

And just what is that central mystery? That would be telling.

● Graphics	9
● Sound	7
● Value	8
● Playability	9

CAVEMAN CAPERS

MACHINE: BBC
SUPPLIER: Icon
PRICE: £7.95

Caveman Capers is a significant improvement over some of Icon's earlier efforts — I remember *Space Station Alpha* in particular. Here you have to direct the character, who's standing on something that looks like a hedgehog, across a pre-historic screen which continually scrolls past you even when you're standing still.

It starts easy. The first thing you have to do is jump over a hollow in the ground, and as you can still move left and right even though the landscape's moving past you it's not too hard. Then things get a little more fraught as you have to cope with such nasties as crows and snakes while attempting to clear tougher obstacles, like ditches and some wretched mushrooms.

It's all good fun and the graphics are above average, with particularly smooth, judder-free movement. The sound is tolerable, too, but in general I feel the game is a shade overpriced.

● Graphics	8
● Sound	8
● Value	7
● Playability	8

BUCK ROGERS

MACHINE: All MSX
SUPPLIER: Electric Software
PRICE: £11.95

Buck Rogers has been available on a few other machines, but there are several features on this MSX version which are new. The theme music from the TV series is a nice introduction to the game, which is the detail lacking, for example, on the Texas cartridge.

This version gives Buck's star fighter a rear laser to shoot aggressors approaching from behind.

As the surface of the planet moves underneath you, the object is to steer between the pylons. An indicator at the top right of the screen shows the amount of pylons left, together with remaining craft.

Push the stick forward, or hit the cursor key, and the craft will accelerate, making negotiating the pylons more difficult.

After the first run through the pylons, the second is made more difficult, with saucer mines approaching from all angles, and this is where the rear firing laser helps.

The third run involves the space hoppers as well as the saucers and is more difficult. After successfully running this gauntlet, the battle continues in space, with wave after wave of saucers needing to be shot, before a final confrontation with the large mother ship. This needs a real pounding to destroy it!

The same sequence is followed, but this time the pylons emit bolts of energy and the hoppers fire back.

Good sound effects and title theme and smooth, colourful graphics make use of all the MSX has to offer.

● Graphics	9
● Sound	9
● Value	9
● Playability	10



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ARCHON is brilliant. There's something in it for all games addicts; arcade, adventure and strategy are all here. My only complaint is that it's best played against a human opponent – the computer's just too good and you can't give it a handicap.
Bryan Skinner
Personal Computer News
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APOLOGY

In the May issue of Computer & Video Games, there was a major printing error on an advertisement by SJB DISK SUPPLIES. The Atari 1050 Disk Drive was printed at a price of £17.95 when it should have been £179.50.
Computer & Video Games apologise for any inconvenience caused to the SJB DISK SUPPLIES and our readers.

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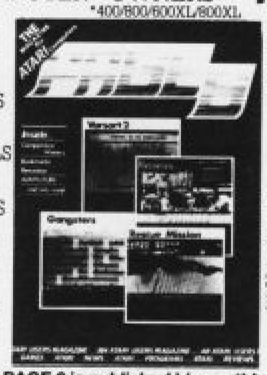
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C&VG's Golden Joystick Awards



The Beyond winners with Tim Metcalfe.

Ultimate swept the board at the second *Computer & Video Games* Golden Joysticks Award ceremony. The company collected the Game of the Year, Software House of the Year and Programmer of the Year awards at a special awards luncheon held in London.

Louise Stamper collected the awards on behalf of Ultimate — and thanked the many readers of *C&VG* who voted for them.

The *C&VG* awards are unique in that YOU decide who wins the prizes — not a panel of experts. Several thousand *C&VG* readers voted in our annual poll and threw up a few surprises in the process. You'll find full results detailed on this page — but don't forget to look out for voting forms for the 1985 awards, coming soon to these pages!



John Woods of Ocean Software.



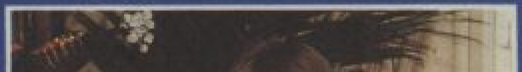
Rod Cousens wins the C&VG Special Award for Softaid.



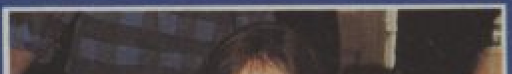
Christian Penfold of Ultimate.



Tim Chaney of US Gold with Jools Holland.



Louise Stamper of Ultimate.



Shelley Saddler of Acornsoft.

C&VG GOLDEN JOYSTICK AWARDS

GAME OF THE YEAR: *Knight Lore* by Ultimate Play the Game.
RUNNER-UP: *Ghostbusters* by Activision.
COMMENDED: *Avalon* by Hewson Consultants, *Impossible Mission* by CBS/EPYX.

SOFTWARE HOUSE OF THE YEAR: Ultimate Play the Game.
RUNNER-UP: Beyond.
COMMENDED: Hewson Consultants/MicroGen.

BEST ORIGINAL GAME: *Elite* by Acornsoft.
RUNNER-UP: *Deus Ex Machina* by Ultimate.
COMMENDED: *Ancipital* by Llamasoft, *Pyjamarama* by MicroGen.

BEST ADVENTURE GAME: *Claymorgue Castle* by Adventure International.
RUNNER-UP: *Erik the Viking* by Mosaic/Level 9.
COMMENDED: *Eureka* by Domark, *Tir Na Nog* by Gargoyle Games.

BEST STRATEGY GAME: *Lords of Midnight* by Beyond.
RUNNER-UP: *Beach Head* by U.S. Gold.
COMMENDED: *Battle for Midway* by PSS, *Nato Commander* by Microprose/U.S. Gold.

BEST ARCADE STYLE GAME: *Daley Thompson's Decathlon* by Ocean.
RUNNER-UP: *Boulderdash* by Statesoft.
COMMENDED: *Monty Mole* by Gremlin Graphics, *Starstrike* by Realtime.

PROGRAMMER OF THE YEAR: The Ultimate team.
RUNNER-UP: Mike Singleton.
COMMENDED: Tony Crowther, Acornsoft.


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HALL OF FAME


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3) **Neville Harrington,** Dagenham, Essex — **2,196,300**
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1) **Don Murray,** Tooting, London — **$149,800**
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3D STARSTRIKE

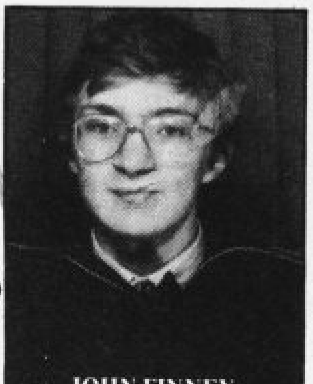
1) **Jonathan French,** Great Yarmouth, Norfolk — **1,470,030**
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2) **D M Butler,** Ilford, Essex — **10,106,43.9 (Elite)**
3) **Mark Earshaw,** Preston, Lancashire — **2,189,302.2 (Elite)**
4) **John Finney,** Feather Dell, Hatfield — **842,791.4**


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1) **Richard Brown,** Grovelands, Kidlington — **17,999,860**
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4) **Christopher Ramsbottom,** Radcliffe, Manchester — **4,528,344**

OUR HALL OF FAME GAMES

Since we relaunched our Hall of Fame with some new games, your hi-scores have been flooding in. Keep it up! If you look below, you'll see we've added a few more new games for you to try your skill at. There's *Starbike* — the space game with a difference from The Edge — Acornsoft's *Elite*, a very sophisticated trading game and Micro-Gen's *Pyjamarama* — a sort of Jet Set Wally!

JET BOOT JACK
English Software's excellent platform adventure starring the man with the jet-powered boots.

STARSTRIKE
Classic space shoot-out based on the *Star Wars* theme. For ace blasters only!

JET PAC
Fly Jet Man around the screen collecting the three sections of his space ship.

DONKEY KONG
The king of climbing games. The ape, the carpenter, and the blonde are now available on Atari, Vic 20, 64, and TI-99/4a.

MANIC MINER
The zany 20-screen climbing game that introduced Miner Willy.

JET SET WILLY
What Miner Willy did next. This time there are 60 screens.

THE PYRAMID
***The Pyramid* has Fantasy's unique high score verification system.**

ZALAGA
Splendid arcade clone for the BBC.

SABRE WULF
Similar to *Atic Atac* but twice as tough and thrice as pretty.

PSYTRON
Beyond's first big hit for the Spectrum. *The Psytron* is a computerised defence system for the planet Betula 5.

ELITE
Acornsoft's sophisticated space trading game. Great graphics and action.

STARBIKE
The Edge promise a gold BMX bike to the highest scorer on their new game.

JUMP CHALLENGE
Eddie Kidd's brand new computer game which features buses, barrels and bikes. Even Eddie found it difficult!

PYJAMARAMA
Wally steps into a nightmare — and into *C&VG's* Hall of Fame.

D.T.'s DECATHLON


ANDREW SHARP

1) **Simon Baylis,** Stevenage, Herts — **624,801**
2) **Lee Sargeant,** Newcastle upon Tyne — **618,755**
3) **Richard Thomas,** Camarthen, Dyfed — **568,216**
4) **Andrew Sharp,** Ely, Cambridgeshire — **443,246**

PYJAMARAMA

(Amstrad)
1) **Mark Buttle,** Earlsfield, London — **100% (719 paces)**
2) **Rob Willock,** Trentham, Staffordshire — **98% (3,783)**
3) **Tony Skinner,** Newbury, Berkshire — **97% (3,987)**
4) **Mark Howe,** Moretonhampstead, Devon — **91% (5,552 paces)**


ANDREW LAWSON

(Spectrum)
1) **Stuart Wright,** Sheldon, Birmingham — **100% (1,918 paces)**
2) **Philip Norris,** Farnborough, Hants — **100% (3,665 paces)**
3) **Derek Grubb,** Fife, Scotland — **100% (3,554 paces)**
4) **A Lawson,** Forest Hall, Newcastle upon Tyne — **100% (4,715)**

(Commodore 64)
1) **Andrew McDermott,** Sutton Coldfield, West Midlands — **100% (4,589 paces)**
2) **Nicholas Coffey,** Droylsden, Manchester — **100% (4,850 paces)**
3) **Michael Phillips,** Warlingham, Surrey — **100% (5,612 paces)**
4) **Damien Drabble,** Sheffield — **100% (6,100 paces)**

HALL OF FAME

Name...................................
Address...................................
....
....
T-shirt size sm ☐ med ☐ lge ☐

I scored...................................
Time taken...................................
Game...................................
Computer...................................
Witness's signature...................................

ATARI 400/800/XL software to sell or swap roms, cassettes and disks. Telephone Burnley 0282 72799 ask for Simon after 6pm.

CBS COLECOVISION includes Roller Controllers with Slither also Super Controllers with Rocky and Turbo with Steering Wheel also 21 other games £150. Phone Darlington 57994 after 3.30pm.

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ATTENTION all Apple 2 Users! 10 great programs on one disk for only £9.50. From Silvasoft, 'Pax' House, Dingle, Co. Kerry, Ireland.

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ATARI 400/800XL games for sale or swap. Also blank cassettes at very cheap prices and back issues of Antic Analog and Computer & Video Games. Phone Dean Hedges 7771842.

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SPECTRUM 48K plus DK Tronics keyboard, Interface 2, Quickshot 2 also several originals, TLL, Wheelie, Pedro etc. other tapes included. All almost new, boxed with receipts and guarantee worth £200 sell for £145 ono. 107 Grove Road, Grays, Essex RM17 6LA.

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SPECTRUM 48K, interface two, quickshot two £90 software including Beach-Head, Psytron, Combat Lynx, Boxed as new. Magazines. Book on machine code. £110 ono. Call Keith on Stirling 814805 after 5pm.

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SPECTRUM SOFTWARE to swap, Daleys, JSW, Fall Guy, Beach Head, Delta Wing, J & B's, System 15000 for Deux Ex Machina, Knight Lore, Match Day, Wilf or others. Tel Adam on 710784.

SHARP MZ-80A 48K personal computer:integral tape deck, monitor, keyboard. Much software plus books, £210. Tel: Southend 341856.

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WILL SWAP 48K Spectrum & Kempston interface & Quickshot II joystick & Kisho cassette recorder + £350 worth of software for a Commodore 64 + cassette recorder + games. Can meet anywhere in Yorkshire. Tel 090 484 414.

TI99/4A owners — ever wished you had proper lower-case instead of those small capitals? Well, now the solution is here. Just send £1.50 to Tristan Driver, 54 Bournville Avenue, Chatham, Kent. 0634 43542.

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MICRODRIVE + interface 1, 10 cartridges, DK Tronics, Lightpen and Cheetah sweet talker. Swap for Atari 810 or offers around £100, phone 0634 62792 after six ask for Adam.

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EASY SCRIPT disk based word processors for the Commodore 64 brand new, cost £75 but will sell for £45 phone (0642) 608713 evenings only ask for Tom.

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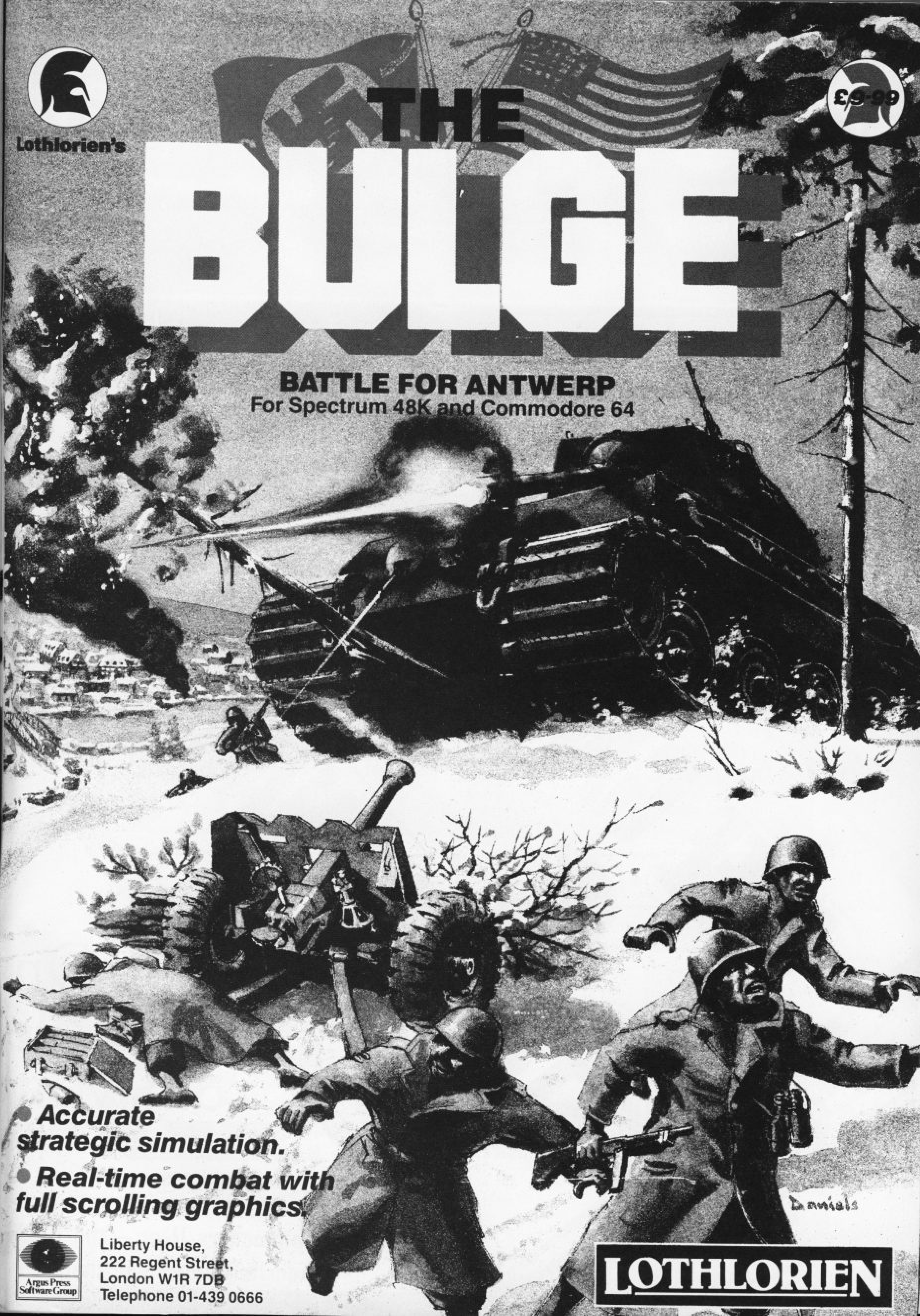
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N•E•X•T M•O•N•T•H

MAPS

are where it's at says Prof Video! And next issue we'll have a whole bunch of readers' maps for you to study. The secrets of the top games at your finger-tips in July's *C&VG*.

My name is Bond. James Bond

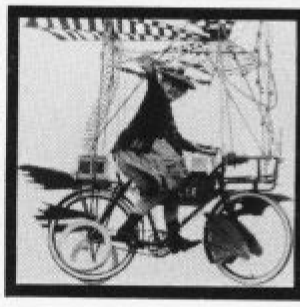
And in next month's *C&VG* I'll be revealing a few top secrets from the *View to a Kill* files. Find out how *YOU* can win a copy of the new Bond game based on my new movie. PLUS A FREE BOND POSTER! Don't miss it — I won't miss you . . .

We've got fairies at the end of the C&VG office — and an enchanted competition — thanks to the people at Orpheus who want to give you copies of their stunning new game! Get C&VG next month — it's magic!



AIRWOLF

that super-copter zaps back to your TV screens for a new series very soon. In July you can win a special Airwolf Kit — with posters and games and watches — thanks to our friends at Elite — the software house named by *C&VG* readers.

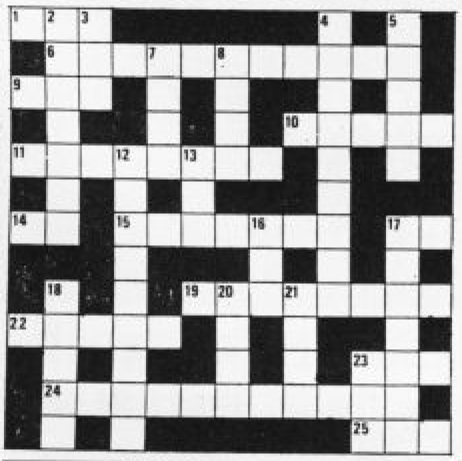


Fancy going out for tea with Supergran? You could be enjoying some cream cakes with TV's most popular heroine if you grab a copy of C&VG next month!

ANOTHER ACTION PACKED BOOK OF GAMES!

C&VG has become rightly famous for these collections of top listings for top computers. And there's another one coming your way in July featuring games for the Spectrum, C64, Amstrad, BBC, Atari and many more. Don't delay — place an order with your newsagent today!

CROSSWORD



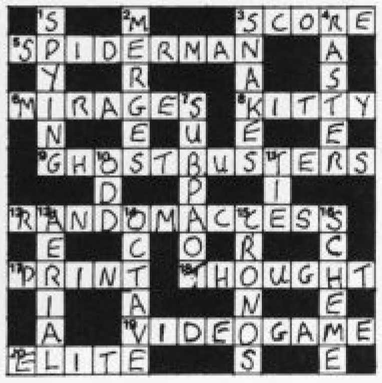
CLUES — ACROSS

1. Computer memory that can be written to (3)
6. Centre of the World of Hobbits? (6,3)
9. New standard of Japanese microcomputers (3)
10. Building in which software is written? (5)
11. Places where public records are kept (8)
14. The subconscious (2)
15. Space bus like Challenger (7)
17. Chemical symbol for mercury (2)
19. Calendars — like Whitakers (8)
22. Push that could be unlimited in fruit-machine style game (5)
23. First colour of RBG monitor! (3)
24. Space warrior in game and "The Last" film (11)
25. Most significant bit (3)

CLUES — DOWN

2. Micro for mad rats? (anag. X7)
3. Stir up — in the recording studio? (3)
4. Author of *Lord of the Rings* (1.1.7)
5. Rooks play a major part in this game (5)
7. Prefix for tenth (4)
8. BASIC statement to follow IF . . . THEN . . . (4)
12. Bar chart (9)
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